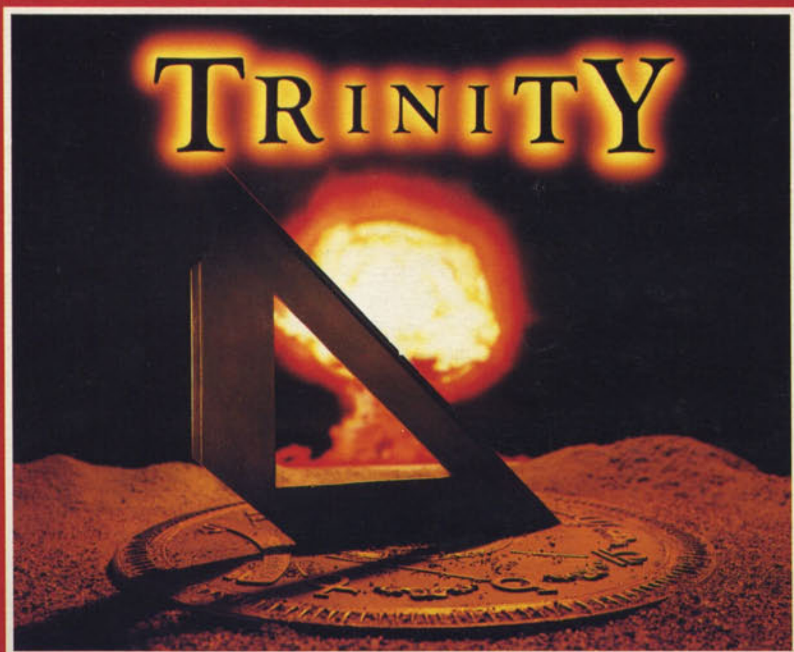
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COMPUTER GAMING WORLD

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MENU

Number 31

Sept./Oct 1986

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FEATURES

DEPARTMENTS

◄ Circle Reader Service #50

TAKING A PEEK

Activision
2350 Bayshore Frontage Rd.
Mountain View, CA 94043

HACKER II: A strategy adventure sequel to Hacker. In Hacker the computer user was confronted with a simulated computer malfunction which lead to the break-in of a private computer system. Provided with no rules or clues the player was challenged to search and use information found in the system. In Hacker II You are asked to electronically infiltrate a security complex in Siberia and uncover The Doomsday Papers (which contains a plan to bring the world to its knees). As in the original game, Hacker II comes with very little instruction, you are on your own. C64/128 ($34.95), Apple ($39.95), and IBM ($49.95). Circle Reader Service #1.

Avalon Hill Game Co.
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Baltimore, MD 21214

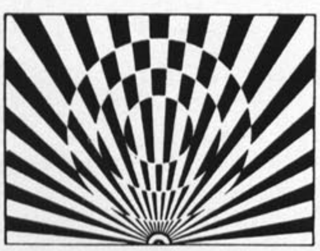
THUNDERHEAD: Mission on Thunderhead is an action adventure game where you are a member of the human resistance group fighting the evil Eternals. The game contains two scenarios. In Operation Tempest you attempt to locate the power source of Thunderhead and destroy it. In The Final Appeal you, as a convicted agent, attempt to escape from the complex before your sentence is carried out. Over 50 rooms, four mazes, 100 variations and nine skill levels. C-64 and Atari 8 bit. Circle Reader Service #2.

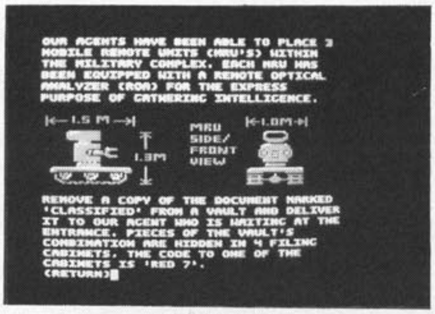
Cygnus
P.O. Box 57825
Webster, TX 77598

QUIZAM!: OK, so it's another computer trivia game! So what! It's a good one! One to eight players; eight different playing "boards"; eight levels of difficulty. The hi-res playing "boards" are pleasing and provide the strategic element missing from most computer trivia games. But what really sets this one apart is the ability to write your own question diskettes. In addition to coming up with your own

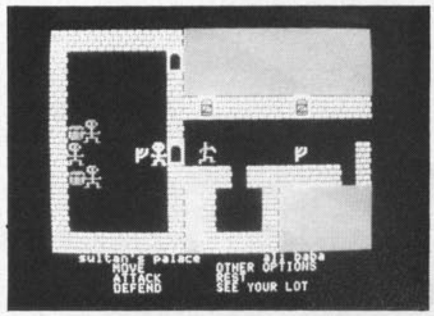
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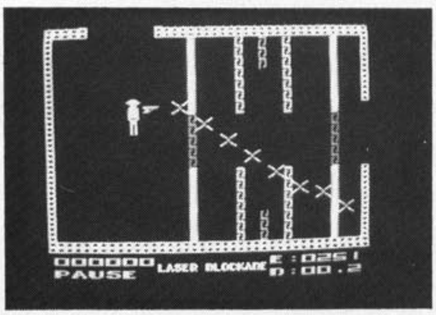




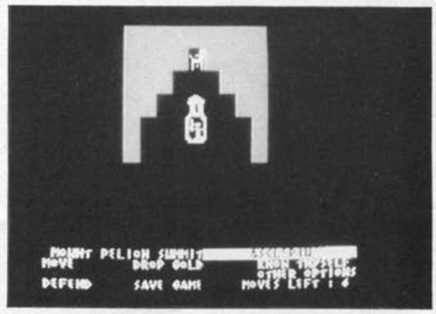
HACKER II



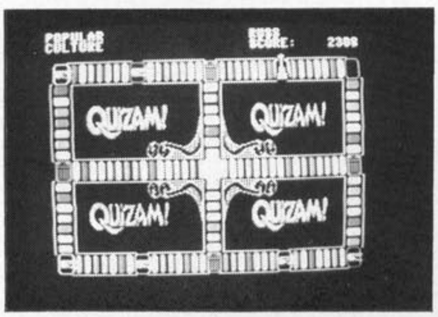
RETURN OF HERACLES



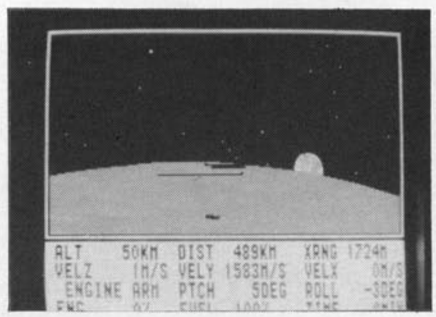
THUNDERHEAD



ALI BABA



QUIZAM!



LUNAR EXPLORER

Frank C. Boosman

Although it's September as you're reading this, I'm sitting here at my Macintosh during the Fourth of July weekend, trying to get ahead on my column. Summer is the slow season for computer games; game manufacturers know that consumers are outside eating barbecue ribs and playing softball, not indoors with their chips, soda, and latest computer game... except for the dedicated of us, that is. We'll have to wait a bit for the big releases of the year, but I think I have plenty of material to tide us over.

This month we have a tennis simulation up for review. *Grand Slam* (GS) is the first offering from Infinity, a new software company. And while we're at it, we'll take a look at another sports simulation: *Race Car Simulator* from Creative Solutions.

Everything But Chris And Martina

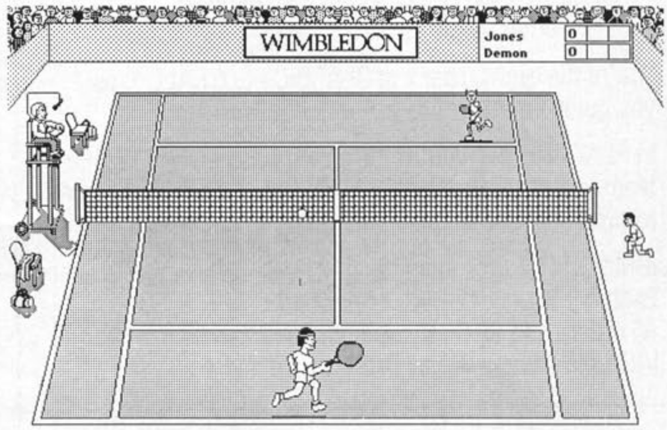
The name *GS* refers to the series of four tournaments that form the Kentucky Derby of tennis: the Australian, French, and U.S. Opens plus Wimbledon. To win the game you'll have to win all four tournaments, not an easy or quick task. After entering your name and nationality, you'll be on your way.

GS provides just about all of the options a tennis game could: for starters, you can choose your racket composition: wood, metal, or graphite. Then decide how tightly you want your racket strung: 50, 60, 70, or 80 pounds of tension. Of course, you'll have to decide which tournament you want to play first. The French Open is a good choice; its clay surface slows the game a bit. If Paris isn't your cup of tea, try the U.S. Open, which is a bit faster and more difficult. Wimbledon's grass playing field makes it very fast, and the Australian Open is probably the most difficult of all with its grass and occasional bad bounces.

Now you should be ready to begin; so take a look at the Tactics menu for hints on the stadium you're playing in. Don't forget to scope out your opponent; *GS* has a total of four: Demon, Warrior, Chiphead, and Ace. If Demon is the computer equivalent of Boris Becker, then I suppose Ace, at the other end of the scale, is the computer equivalent of... uh, me. You get the idea. To receive your opponent's serve, click the mouse button. Get yourself into position and return it! You can lob the ball if you want, or smash it, spin it, slice it (dice it?)...

The Inner Game Of Tennis

That's *GS* for you. As you can tell, *GS* has a



male, and I'm sure women find the opposite true. Of course, this is a problem in most computer games, not just *GS*, and that's a shame. Tell you what: I'll make a special mention in this column of the first new Macintosh game I see with an on-screen female character.

The sound is another weakness in *GS*. Although it has digitized sounds of the racquet hitting the ball, and the crowd applauding, it needs more. For example, I would have liked to hear the umpire call "Out!," the announcer speak the score after every point, or maybe even the players grunt and wheeze after difficult shots.

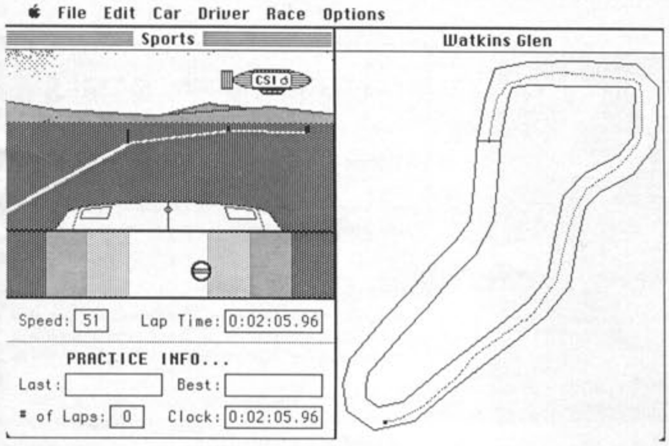
Also, it might be cute to see on-screen players hurl their racquets in the air after winning matches--or even throw tantrums after losing close calls. Shades of John McEnroe! Another feature they might include would allow you to customize your computer opponents' playing abilities. You might define a particular opponent as having an excellent serve, a devastating smash, but tiring easily, and not playing well on clay courts. Then you could simulate any player in the world, and say things like, "I whipped Ivan Lendl in straight sets today!" Now that would be fun.

GS is a good game. It will be even better when Infinity adds some of the features I mentioned, as well as others that are coming. For example, a version of *GS* to be released later this year may allow players to compete over modems or AppleTalk, which would be great. Until then, I like to think of *GS* as a diamond in the rough: pretty, but even more so once it has been cut and polished. *GS* retails for $49.95.

large range of options, but it's not everything a tennis game could be. The most glaring omission is the lack of female on-screen players. I imagine I would find it slightly disconcerting if my screen representation was a female player instead of a

Red Line 7000?

A well-established genre in computer games is the racing game. Go to an arcade with some older game machines and you'll see racing games that date back about as far as you can remember: before Defender, before Asteroids, and yes, before Space Invaders. Back then, auto race games used overhead views of the track, and after a while, people tired of seeing the same basic idea repeated over and over. It took Pole Position to revitalize racing games with its driver's-eye view of the road, an



idea that is now in wide use. Interestingly, *Race Car Simulator* (*RCS*) offers both overhead and driver's-eye views, as well as the ability to design your own race tracks.

Getting behind the wheel in *RCS* is easy: start the game, wait for the 3-D view and overhead view windows to appear, move the cursor below the 3-D window so that changes from an arrow to a steering wheel, and press the mouse button. Now you're accelerating from the start line at the Indy 500, *RCS*'s default track. Driving is simple: hold the mouse button down to accelerate, press the space bar to brake, and move the mouse from side to side to steer. You'll hear the sound of the engine change as you speed up and slow down.

To design your own tracks, click in the overhead window, select New from the File menu, and draw a polygon (a connected series of lines). If you've used the Polygon tool in MacDraw or MacPaint, you've done the same thing. Once you've completed your track, you can fine-tune it. Select the track width--narrow, normal, or wide--from the Edit menu. Or move one of the points of your polygon to adjust your track's path. When you're satisfied, go back to the 3-D window and begin racing. That's all there is to it. Of course, you can save your tracks, or use one of *RCS*'s built-in tracks: Brands Hatch, Road America, Monaco, and Fuji International. And you can customize the 3-D background and hood of your car in MacPaint, a nice touch.

Like *Grand Slam*, *RCS* is a good game, but needs some additional features. First of all is the sound: *RCS* doesn't take advantage of the Mac's sound capabilities, and what it produces reminds me of the sound on my old Atari VCS games. *RCS* would really benefit from the addition of good digitized sound. Listen to Microsoft's *Flight Simulator* and you'll know what I mean when I say that realistic sound adds a lot to the believability of a simulation.

Also, when creating tracks, *RCS* doesn't allow you to cross lines--that is, no intersections or overpasses. Since the area you create tracks in is a fixed, limited size, intersections could allow longer tracks, which would be nice. Finally, since *RCS* is limited to only one player on the track at a time, all you can do are time trials. It would be nice if there were computer-controlled drivers on the track at the same time, to give the game the feel of a real race: snaking between cars, slipstreaming, and the like.

RCS hasn't been advertised that much, and is hard to find: none of the mail-order firms or stores I called carry it. But you can order it directly from Creative Solutions for $39.95. Since it is so hard to track down, I'll give you Creative Solutions' number here: (301) 984-0262. Or circle Reader Service #78.

Keeping In Touch

I encourage your comments--and thank those readers who have already written for their suggestions. You can help me make this column as good as it can be by writing to me at: 4568 Georgia St. #2, San Diego CA 92116. Or you can reach me at the following electronic addresses:

MCI Mail: fboosman
BIX: frankb

Until next month, keep playing those games!

trivia categories you can personalize the game and make up categories about family members or friends. C-64 ($39.95). Circle Reader Service #3.

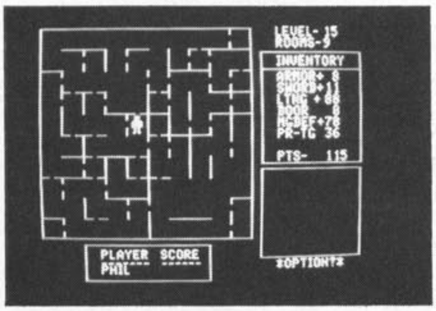
Electronic Arts
1820 Gateway Dr.
San Mateo, CA 94404

AGE OF ADVENTURE: This is a repackaging of two popular graphic adventure games (The Return of Heracles and Ali Baba and the Forty Thieves). Both games have improved sound and graphics and streamlined user controls. In The Return of Heracles you lead a band of mythical heroes through Ancient Greece as struggle to complete the twelve Herculean tasks (the game is based on the classic mythological writings of Robert Graves). In Ali Baba and the Forty Thieves you quest through Thieve's Mountain in order to save the Sultan's daughter. Both games include a cooperative mode that lets two or more players assist one another during the course of the game, with each player commanding his or her own character or group of characters. Because of the game's ability to randomize play elements, each game is different. At only $14.95 this is a great buy. Apple. Atari 400/800 to come. Circle Reader Service #4

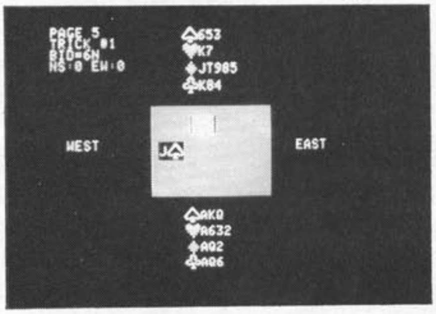
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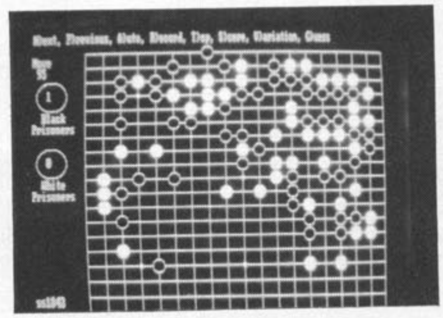
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WARRIOR'S REALM



PLAY BRIDGE



ELECTRONIC GO BOARD

On the Road to Moscow . . .

As the German Wehrmacht approached the open steppes around Smolensk, the invasion of the Soviet Union was on schedule. At this rate, the army would capture Moscow and throw the Russians out of the European continent by the time the snows fell.

At the head of the Panzergruppe invading central Russia was General Heinz Guderian, the man who turned the potential of armor into the reality of Blitzkrieg warfare. Opposing him were masses of Soviet infantry and armor determined to defend their homeland, but untried in battle. With Guderian's armor and motorized infantry divisions approaching the ancient city, the stage was set for another encounter with the Nazi juggernaut.

Guderian simulates this critical campaign of World War II, using the acclaimed joystick-driven system from Gulf Strike. On the full-color scrolling map of central Russia, the German player must master Blitzkrieg tactics to encircle and overrun Soviet divisions and drive deep enough into Russia to make the capture of Moscow possible. At your command are infantry divisions, panzer regiments, motorized infantry, panzergrenadiers, even the 1st German Cavalry Division.

The Soviet player must work to counter the German threat, and make attacks capable of cutting off supply to the forward units. While your army is massive, it is also untrained. Soviet units begin play with a hidden strength revealed only at the moment of combat. Uncertainty is always present. The game becomes a tense contest as German units blunder into Soviet strongpoints, while Russian attacks can suddenly turn into a rout.

Guderian has a *solitaire option* allowing you to take command of either the German or Soviet armies, as well as overrun attacks, supply rules, Soviet leaders, rail movement and optional reinforcements. The rulebook introduces new players to historical gaming, explaining clearly concepts such as zones of control, supply, combat and movement. Planning map included.

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Roy Wagner

Game software for the Amiga has entered a brief lull. Several new titles have *just* appeared and will be reviewed in the next issue. These include *Little Computer People* from Activision, *Mynd Walker* from Commodore, and *Marble Madness* and *Adept* from Electronic Arts. Of these, the long awaited Marble Madness and Mynd Walker, are enjoying great market success.

What we have seen over the pass few months are items that use the graphic and sound features that are so outstanding on the Amiga. These products are the utilities and tools that are used in creating the individual features that will produce a new game or user program.

Picture This

In the general area of paint programs, we have *Graphicraft* from Commodore ($49.95), *Deluxe Paint* from Electronic Arts ($99.95), and *Images* from Aegis ($79.95).

Graphicraft was programmed for Commodore by R.J. Mical the designer of the Amiga's programmer-user workbench interface known as *Intuition.* Even though it was programmed it in just a few weeks, it is quite powerful and easy to use when compared to other similar programs for other non-Commodore computers. Its lower price is an attractive feature when compared to the other two Amiga products.

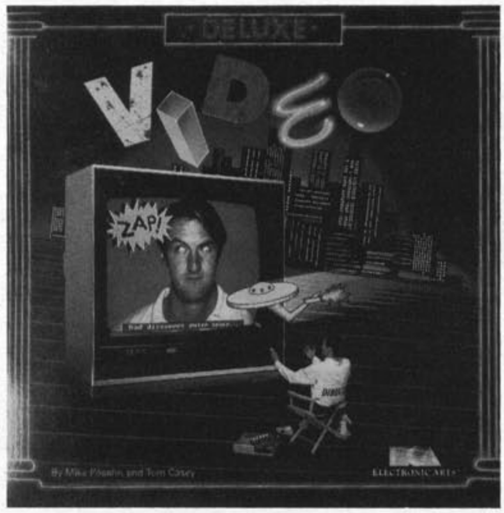
Deluxe Paint is the most popular of the three



because it is the most user friendly, and it contains nearly EVERY feature one could want and then some. It features the option to create files in low, medium, or high resolution. Brushes can be created using part of any drawing.

Images is also quite popular and is generally bought as a bundled package with the *Animator* which will be talked about later. This program has certain features missing from *Deluxe Paint* like pattern fills and dithering (creating shade gradations between colors).

In talking with several graphic artists, I have generally found the they own both *Deluxe Paint*



and *Images* in order to have the full complement of options available to them. All three programs create a file using a common standard file format (IFF). Both Electronic Arts and Aegis are planning product upgrades to add additional features.

Let's Have Some Action

Both Electronic Arts and Aegis have complemented their excellent drawing programs with products that add movement and action to the display. These programs provide for titling, animation, and video presentations that duplicate the output from equipment and software that would normally cost from $10,000 - $50,000.

Animator from Aegis ($139.95 which includes *Images*) does some very creative processing using drawings and a feature known as "tweening" to create very fast and fluid animation. It is able to use a minimum number of drawings, a given period of time, and will gradually fill in missing drawings in between. The drawings can even be quite different from one another and the program will perform a metamorphic transformation from one to the other.

Deluxe Video from Electronic Arts ($99.95) is

Continued on pg. 14

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Circle Reader Service #21

also a very capable program that uses drawings and character fonts to provide excellent presentation graphics. The full range of titling options resembles opening movie credits. Sounds or music can also be added along with the moving graphics. Its animation is limited to cel animation, but the result is impressive.

Both of these products are equally impressive. If you can only afford to buy one of them, take a long look at their manuals before you decide. Putting together an animated graphic presentation with either is going to require some serious drawing and planning on your part. The software makes it easy to put it all together and modify, but you are still going to need to do the preparation work.

Print It

When it comes to preparing signs, banners, cards, posters and calendars, then *Deluxe Print* from Electronic Arts ($99.95) is the only "game" in town. Very similar to the very popular *Print Shop* from Broderbund (which is NOT yet available for the Amiga), this package offers some things beyond that program. Image, Border and Text colors are all independent from one another and can be easily



changed. If you do not have a color printer, the various colors will be printed using different pat-

Continued on pg. 38

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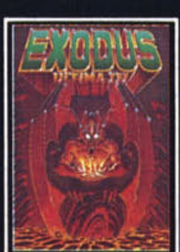
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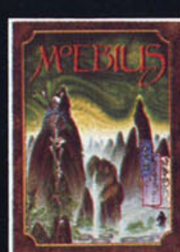
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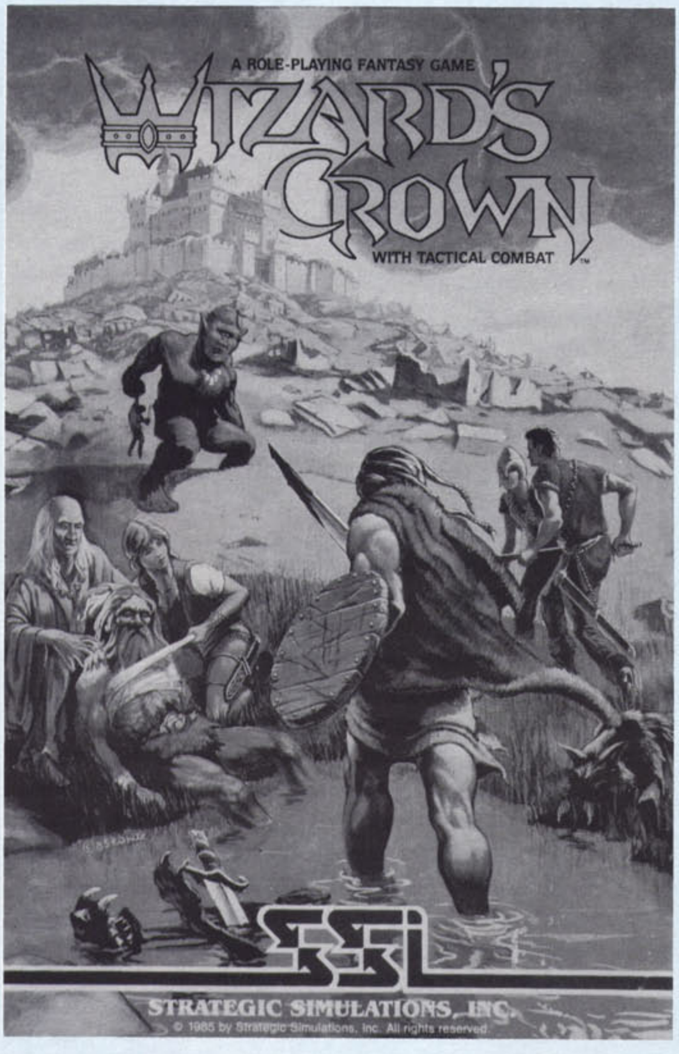


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Wizard's Crown



by Scorpia

A circlet of gold, studded with jewels, and surmounted by a brilliant crystal. A source of immense power. The cause of a catastrophic civil war between wizards that laid waste to a city and brought evil to the land. For five hundred years, the crown has remained hidden in the stronghold of the malevolent wizard Tarmon, whose lust for power brought about the downfall of the Fellowship of Wizards. Now, the time has come for the crown to be returned to its rightful owner. The challenge has been given; only the bravest and most resourceful of adventurers will succeed in the quest. As dawn comes to the town of Arghan, eight hardy souls step forth from the Crossed Swords Inn to meet that challenge. The quest begins....

A difficult quest, as they usually are. Starting with the minor "monsters" of town thieves, muggers and assassins, you progress to the great outdoors, the ruins of the elder city, destroyed in the wizard's war, inhabited now only by creatures of evil and darkness. Fighting your way through the endless hordes of monsters, you will explore the old Thieve's Guild, the mansion of a long-dead (but not departed) wizard, and, finally, somewhere in the wilderness, the castle of Tarmon himself. It will take awhile before the crown is safely returned to the city.

You'll need both muscle and magic to see you through, and fortunately they are available. Up to eight characters can be in the party, and the full complement is definitely recommended; a lot of MEAN critters are roaming around out there. You can form the group from the characters already included on the disk, or make your own, or any combination. I found that the pre-formed party was very well-balanced, and in fact I finished the game with them instead of creating my own. Don't let that stop you from experimenting with your own characters, however; you could come up with come very potent combinations.

Characters can be single or dual-classed, and it's wise to have dual-class members in the party. They won't advance quite so quickly, but they become more and more valuable as time goes on. Classes available are fighter, ranger, thief, priest, and sorcerer, and you can have a character with any combination of those, subject to minimum attribute requirements. You should have at least two priests and one thief in the party; priests can heal wounds and raise the dead (very important); thieves are good at searching, disarming traps, and haggling for good prices when you sell unwanted equipment.

The manual that comes with the game is brief (only 27 pages), but is chockful of good information, and explains in detail how to create a character, giving a step-by-step description of how to do it. Careful attention to this portion will insure that you create good characters for your party.

In addition to the basic attributes of Strength, Intelligence, and Dexterity, each character comes with a set of skills for his or her profession(s). Not every class has every skill. For instance, only Fighters have skill in using a sword, while only Priests and Rangers can administer first aid to the

injured. A Fighter-Priest, of course, would have both. These skills (as well as the physical attributes) can be increased during game play, either through training or by the expenditure of experience points. The maximum value for any skill is 250; for a physical attribute, it is 30.

Another important part of the character is Life Points. When these are reduced to zero, the character is dead. Life can be reduced in two ways: from certain magical attacks, from poison, and from bleeding. Yes, I said bleeding. Wizard's Crown has a more realistic way of handling wounds than most other games of this type. There are two categories of wounds: injuries, which reduce the character's skill efficiencies (temporarily), and bleeding, which reduces the character's life points.

Both injuries and bleeding are further divided into normal and serious. As you might expect, serious causes more trouble. Characters can often get by with some minor injury, but serious injuries and bleeding of any kind should be healed at once. This is particularly important early in the game, when your priests do not yet have the power to raise the dead. Dead characters are not taken with you when you leave camp, so if anyone dies, and can't be restored, that character is lost.

All this talk of injuries and bleeding brings combat to mind, and here we have a unique dual system of handling battles between your party and monsters. At each encounter, you can choose to have quick combat or detailed combat. In quick combat, the computer does all the work, and resolves the actions in a remarkably short period of time, in many cases fifteen seconds or less (although it could be somewhat longer, depending on what you're up against).

For this combat mode, a text screen comes up, showing your party at the top, and the types and number of monsters you're fighting. As battle proceeds, the numbers change, showing damage incurred by your party and (we hope) fewer and fewer monsters, until they have all been killed. During this phase, you can pause combat for a better look at the figures, and if things look bad, you may try to flee (doesn't always work). You can also choose to use magic or not (you don't always need it).

The drawback here, of course, is that you have little control over the actions of the individual party members. You cannot, for instance, direct attacks at specific monsters, nor can you choose what spells your sorcerer will cast. If a character has a special magic item, it won't be used. But it's certainly a fast method of combat, and against weak monsters (weak is relative term; as your party becomes more powerful, more monsters fall into the weak category) it's a good way of fighting.

The second method is detailed combat. Here the screen switches to up-close graphic representations of your party, the monsters, and the surrounding terrain (for instance, if you're fighting in the woods, you'll see trees here and there). Each party member is represented by a character icon (you choose these when the character is created, and can change them later if you like), and can be directed to perform a variety of actions individually.

Unless the party has been ambushed, you are allowed to set up the party members almost any way you like, within a certain area, and if you happen to ambush the monsters, you can put your characters anywhere at all in the vicinity. In most cases, I found that the following arrangement worked pretty well: Lord Miles, Sir Col, Sir Frederick and Harold in the first rank; Lightfoot, Father John, and Folnar in the second rank (using bows and spears); and Soul Wind (the sorcerer) as far back as possible (he being the one with the worst armor).

During combat, characters can advance, retreat, attack, cast spells, scan for hidden enemies, switch weapons, dodge, use a magic item, fall prone (to avoid arrows), turn undead (priests only), and attempt to hide, among other things. How many actions a character can perform depends on what he's doing, and what his dexterity rating is. For instance, a character switching weapons couldn't attack, but he could scan for enemies. All options available to the individual are printed at the bottom of the screen, so no guesswork is involved; you always know what the characters can do.

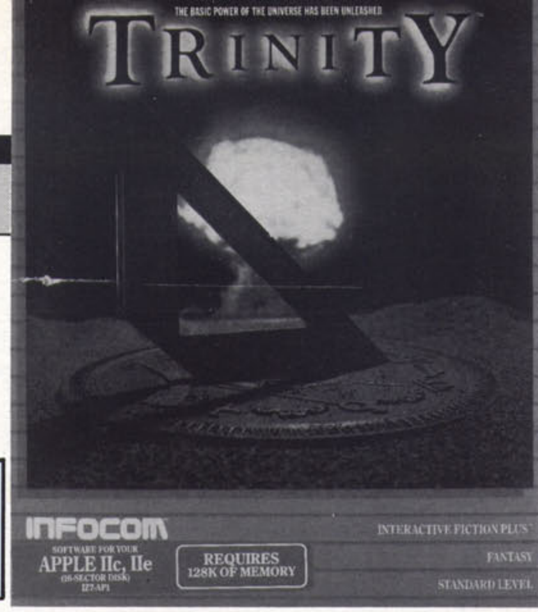
Usually, they will be swinging away at a monster. The target is selectable, depending on how close it is, which way the character is facing, and what weapon the character is using. A sword or mace is useful only against a target in an adjacent square, but spears can hit at something up to two squares away, and bows (longbow or crossbow) can shoot at any visible target.

In some ways, this form of combat resembles that found in "Galactic Gladiators" and "Galactic Adventures", but is actually much simpler, much faster (because all commands are acted upon immediately), and not difficult to learn. It will take time to become familiar with it, but you must do so, as there are some monsters out there that you simply do not want to fight in quick combat mode, at least until your party becomes fairly powerful.

Continued on pg. 42

by Scorpia

TRINITY



Ah, I see you made it back from the depths of space, after all! But I must say that you look a little worn out, and a trifle green around the gills. Passing the Kobayashi test was a bit more than you bargained for, eh? No matter, just sit right down in your usual chair by the fire and listen to this: For you (and I wouldn't do this for just ANYONE, y'know!), I've arranged a little get-away-from-it-all trip. Yes, a very nice $599, all-expenses-paid, package tour of London, complete with some VERY interesting side excursions (let's hope no one asks why it's so cheap...it's only one-way, but we won't mention that little detail, hehehe).

Trinity, from Infocom, starts in London but takes you elsewhere pretty quickly. Although labeled 'Standard level', be aware that it does contain a few very tricky puzzles, and you're apt to be fooled by the ease with which you'll whip through the opening segment. Keep the following in mind: read the comic book carefully; it contains some valuable clues. Read the prose with attention, and remember that some objects you can pick up are not necessarily evident at first glance. Mapping is pretty straightforward, but do it with care.

I must also point out that this is not a game for the squeamish. In order to complete Trinity, you will have to perform some unpleasant actions. Although it does contain some humor, this is overall a serious game, not a light-hearted one.

Ok, so here you are in London, on the last day of your tour. Maybe the last day of your life, too, since in a little while a nuclear device is going to blow the place away. Unless, of course, you find a way to safety before that happens. London is small, and almost everything you find here is important. In case you make a mistake (the game does take awhile to load), you might want to have a first save position right after bootup, as a time-saver in case you make an error before leaving the city.

Wander around, and see what you can find. Don't be in any hurry to feed the birds, but you might want to examine that bag of crumbs a little further. An abandoned pram, a soccer ball, a gnomon, a graceful paper bird, an umbrella; all have their little part to play in getting you to your date with destiny. Just remember not to leave anything behind if you can possible help it.

Once you pass through the door over Long Water, the game proper begins. Take your time here, and map out the area thoroughly. Do not go walking into dark places without a light source; you may not come out again. Once you have the whole place mapped out, you can begin putting the pieces of the puzzle together.

Several of the problems here are really simple; for instance, if it takes you more than two moves to dispose of the giant bee, shame on you! And getting across the Chasm's Brink is so obvious, it almost hurts. In the barrow, the way out is right at hand, all you need do is look for it. At the cottage, keep your ears open and search everywhere.

The crater, however, is a bit more devious. You do need to cool off that piece of metal. A little fling in a walk-in freezer is helpful, although you will have to make a quick side-trip on your way back.

The sun dial at the top of the stairs is obviously an important place. However, it seems your gnomon doesn't quite fit in. Probably because it turns the wrong way (you DID notice that, didn't you?). Now, how can you reverse that, I wonder? You'll probably be going up and around in circles before you find the answer to this problem.

But, once that gnomon is in place, interesting things start to happen, such as the lever that just popped up. It wouldn't surprise me that there is a connection between the lever and the dial (look closely, now). There might even be a connection between the dial and those crazy toadstools you noticed during your mapping expeditions. Experiment a little, it isn't difficult.

Ah, now you're getting some ideas, eh? Well, don't go running off through any doors just yet. Some of them can have nasty surprises in store for you! A good move would be to check that little comic book again, and of course, you should, as always, be prepared to do some waiting (just don't



fall asleep typing in all those z's!).

Now, those little toadstool doors take you to different places (and, we hope, back again), where you must do something or pick up important objects. For instance, there is a door that leads to an underground tunnel. Here you find a walkie-talkie and a cute little lizard, who manages to elude your grasp, however hard you try to catch him. But you're smart enough to outfox a simple skink, aren't you? Especially when you have two light sources at your disposal.

That was an easy one, and so is the desert island. Tiny place, with not much in the way of scenery, and nothing nearby but a small islet sporting a lone palm tree. Could you swim out there? Maybe not, with crabs biting your toes, and that ominous fin cutting the surface. But hey, it's not really as bad as it looks! Remember, you have fingers; just don't wait too long.

Returning from the beauties of the South Pacific, you go from one extreme to the other when you now find yourself out somewhere on the Siberian tundra. Cold, isn't it? And what are all those rodents doing, rushing past you in a mindless stampede? Maybe you should find out. Maybe you could even take one home with you, if only you had something to keep it in (it's just a bit too large for your pocket).

After you've warmed up again, you can visit the playground. Umm, oops, looks like the door isn't on solid ground this time, though: you're up in mid-air and falling fast, very fast indeed. You have only one move between you and raspberry jam, so think hard on what you can do to break your descent. Ah, that opened up a new line of thought, I see (Julie Andrews would be proud of you).

OOOF! A rough landing, but at least you (and everything with you) is still in one piece. Looking around, you notice that there aren't many places to visit here. Just as well, since, for more reasons that one, you stand out like a sore thumb. A quick trip to the shelter nets you a spade, but little else. Wait, here comes a little girl, and she seems fascinated by a certain object. Considering where you are and what's about to happen, why not be generous? Of course, that isn't going to get you home again, but what the heck! And come to think of it, how WILL you get back to the door in the sky, some 1400 feet over your head? This is a tough one! But....maybe that girl can help you; did you check out the building carefully?

That was close, and the next one is not going to be a picnic, either. First, you don't want to go walking through the door into outer space with no protection; it does unpleasant things to your body. That means you'll need to surround yourself with some kind of protection. And you'll need to breathe, too. I didn't come across any spacesuits, and you won't, either. So you'll have to find something pretty big to hold you, don't you think? Too bad this isn't Sorcerer; you could just wave a magic wand and conjure up what you needed.

That's half of the problem. The other half is getting back to the door again, after you have finished your really unpleasant task (I did NOT like this part of the game, at all). The satellite that floats into view is the key, if only you could somehow get near it or attract its attention in some way.

Now you're about ready for the big time, namely crossing the River. I'll bet you tried before, and got kicked out of the boat, huh? Well, you must admit, you don't quite look like a corpse in those nifty vacation shorts of yours. Maybe it's time to do some grave-robbing (why not, it's your own grave, after all). Just make sure you bring something sturdy, and that you don't overlook anything.

However, before you go sailing across the River Styx, you might want to recall the sayings of the magpie (if you haven't already). You've got everything you need, and there's only one logical place to do it, so just get along and finish up this bit of business.

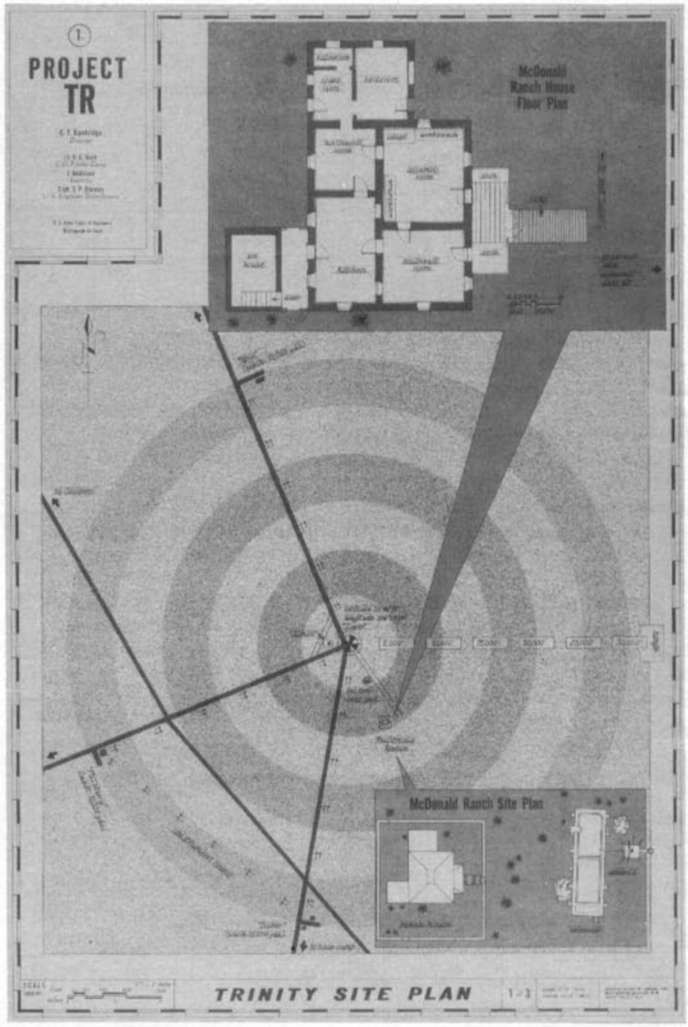
And off you go, to the far shore, and the final toadstool (you may wish to save the game before you make the journey). This is the most complicated part of Trinity, and careful study of the map provided will be of great help to you in figuring out where to go and how to get there quickly; time, as always, is limited. What you actually need to do here will become apparent only after you have progressed well into this mini-scenario.

So you're in the tower (right next to the world's very first A-bomb; aren't you excited?). Check out the vicinity, and don't leave until it's safe. At the bottom of the tower is a locked box, and you'll have to get the key to that a little later (NO, it's not the key from the barrow!). And look who's here: your old pal, the roadrunner, who presents you with the ruby. Do what needs to be done with it (put it where the sun don't shine, hohoho), and you're off.

mmm...off where? Good question, as there are so many interesting places to go. Let's start off with a jaunt towards point Able. Of course, you don't want to get too close to it, but that abandoned jeep is worth looking at. Especially the radio.

Now that you can keep on top of things, it's time to move along elsewhere. In fact, I'd say it's about time for a visit to old McDonald's place (not to be confused with a certain fast food franchise).

Most of the rooms are empty, but the kitchen may be of interest, as well as the Assembly Room. Err, well, there IS that rattlesnake, and he's a mean one. Better get out of his sight, fast! Still, that's only a temporary measure; the only way to get rid of him is, well, I'm afraid it's time for another unpleasant action on your part. Yours IS the more important life here.



A visit to the windmill is in order, but I wouldn't bring too much up there, if I were you. You're going to end up all wet, and that's no fun at all. But you do need those binoculars. A lighthearted swim, and they're all yours.

With the map as your guide, you can whiz over the desert for a quick stop at point Baker. Careful now, you don't want anyone to catch sight of you (especially not the way you're dressed now!). There isn't much to be seen, though; if only you could somehow get a closer look at things. And don't overlook your speedy friend, either.

Back at the tower, you unlock the mystery box, and find all sorts of equipment inside, including a breaker (this is another good place to save). Play with it, by all means, but think about what you're

doing here, and listen carefully.

Sooner or later (probably sooner), you'll want to climb back up the tower. Unfortunately, the spotlight makes this somewhat difficult, and in fact will bring you (and many others) to a sorry end. Why not visit point Pittsburg and see what you can do about that light? Just don't wake up that German Shepherd! And the roadrunner can be of immense help here, if you can keep him temporarily occupied with something else while you go on to bigger and better things.

So at last the ultimate moment arrives. You stand next to the bomb, contemplating four wires, as the countdown to detonation rings in your ears. Choose the wrong wire, and it means disaster; choose the right one, and, well, you'll find out. Not exactly a happy ending, but it could have been worse, much worse.

Ah well, I see by the invisible clock on the wall that time is just about up for this issue. As always, if you need assistance with an adventure game, you can reach me in the following ways:

On GEnie: Visit the Games Roundtable (type: SCORPIA to get there). On Delphi: Come by the GameSIG (found under the Groups and Clubs menu). On the Source: Send SMAIL to ST1030.

Via U.S. Mail: send your questions with a self-addressed stamped envelope (no SASE, no reply; SASE not required for correspondents outside the US) to: Scorpia P.O. Box 338 Gracie Station New York, NY 10028

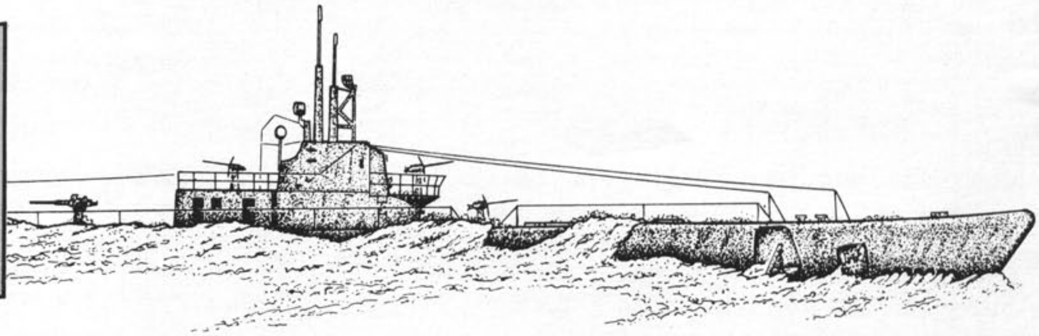
Special note to Canadian readers: letters from Canada are taking an average of a week or more to reach me these days, so please be patient; I do get replies off as quickly as I can.

See you all next issue!

OPERATION: keystone

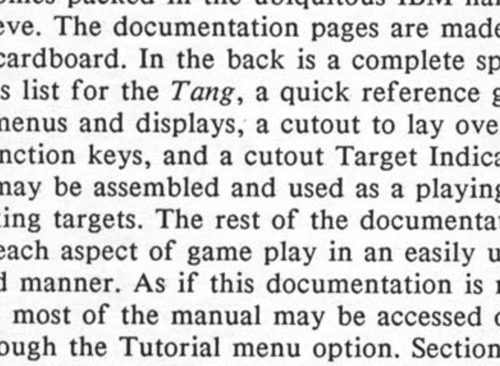
by Mark Bausman

Name:	Operation Keystone
System:	IBM
# Players:	One
Price:	$69.00
Designer:	T.J. Peto Jr.
Publisher:	Overt Strategic Simulations PO BOX 66424 Los Angeles, CA 90066



Operation Keystone is a strong first entry from a new strategic oriented game manufacturer: Overt Strategic Simulations *(Ed. Note: I think I will start a new automobile company and call it "Really General Motors")*. It is a submarine simulation in which you command the Gato class submarine USS *Tang* against various elements of the Japanese Navy. The game comes packed in the ubiquitous IBM hard box and sleeve. The documentation pages are made of sturdy cardboard. In the back is a complete specifications list for the *Tang*, a quick reference guide to the menus and displays, a cutout to lay over the IBM function keys, and a cutout Target Indicator which may be assembled and used as a playing aid in tracking targets. The rest of the documentation details each aspect of game play in an easily understood manner. As if this documentation is not enough, most of the manual may be accessed online through the Tutorial menu option. Section two of the manual takes you on a shakedown cruise which guides you step-by-step through navigation, target acquisition, and attack.

After selecting one of three play levels and one of three naval ports, you start the game on the playing area just outside the harbor. The playing area is a dotted grid whose magnification may be changed so that the distance between dots is either 100, 1100, or 4400 yards. Your submarine appears



as an "*" and enemy vessels appear as a letter identifying their type as Battleship, Aircraft Carrier, Airplane, Destroyer, Patrol Boat, Supply ship, or Enemy Submarine. The grid always stays on the screen along with current status information, a list of available play options, and additional information from whichever play option happens to be current. The "Running" play option is displayed first because it is from this menu that you may turn on or off the engines, compressor, and generator, open the air vents, or obtain the amount of air, fuel, ballast, and battery charge. When the engines are fired-up and a course and speed determined, your submarine begins moving over the playing area. The grid will not change until you move outside its boundaries. This severely limits the usefulness of the 100 yard magnification because the closer you get to the edge the less you can see on sonar. The grid boundary has no effect on the periscope view and the sonar/radar will still report the distance to the nearest target but it is usually necessary to go to 1100 magnification to see the targets on the grid.

After getting underway it is usually a good idea to select the "Battle" play option and begin loading of your tubes.

The *Tang* has six bow tubes which require 30 game seconds each to load. The torpedoes are steam powered Mark 14's with a maximum range of 4500 yards. You get 22 of them and you may return to port at any time to rearm or exchange some torps for mines. Mines may be laid at any time and make for some interesting attack options. Once the load is underway it is not necessary to remain in the "Battle" option as loading will complete automatically, however, I have noticed that the tubes seem to load more quickly if you stay in the "Battle" menu instead of jumping somewhere else.

With tubes loading, its time to locate the enemy

Continued on pg. 41


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Wizard's Crown	$40	$27	•	•	•	

SIMULATIONS CANADA

SIMULATIONS CANADA	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
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Fifth Eskadra	$60	$40	•		•	
Golan Front	$60	$40	•		•	
Grey Seas, Grey Skies	$60	$40	•		•	
Operation Overlord *NEW*	$60	$40	•			•
Seventh Fleet	$60	$40	•		•	

SSG

SSG	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
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Carriers at War	$50	$33	•		•	
Europe Ablaze	$50	$33	•		•	
Reach for the Stars 2nd Ed.	$45	$30	•		•	

ACTIVISION - GAMESTAR

ACTIVISION - GAMESTAR	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
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Borrowed Time	$40	$27	•		$20	$33
Ghostbusters	$40	$27	•	$20	$23	•
Hacker	$40	$27	•	$17	$20	•
Little Computer People	$40	$27	•		$23	
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Murder/Mississippi *NEW*	$40	$27	•		$23	
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2 on 2 Basketball *NEW*	$35	$23			•	

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MICROPROSE	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
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Kennedy Approach	$35	$23		•	•	
Mig Alley Ace	$35	$23		•	•	
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Silent Service	$35	$23	•	•	•	•
Solo Flight	$35	$23	•	•	•	•

THE AVALON HILL GAME COMPANY

THE AVALON HILL GAME COMPANY	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
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Clear for Action	$30	$20		•		
Computer Diplomacy	$50	$33				•
Dreadnoughts	$30	$20	•		•	
Gulf Strike	$30	$20	•	•	•	•
Incunabula	$30	$20				•
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Statis Pro Baseball	$35	$23	•		•	
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Telengard	$28	$19	•	•	•	•
Tsushima	$30	$20			•	
Under Fire	$60	$40	•			
Under Fire Exp. Disk	$25	$17	•			

LANCE HAFFNER GAMES

LANCE HAFFNER GAMES	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
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Pro Basketball	$40	$30	•		•	•
3 in 1 Football	$40	$30	•		•	•

ETC.

ETC.	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
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APBA Baseball	$60	$40	•			•
Balance of Power *NEW*	$50	$33				•
Battle Britian/Midway *NEW*	$20	$15			•	
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Bridge Baron *NEW*	$50	$33	•		$27	
Chickamauga	$35	$25		•		
Clash of Wills	$40	$30		•	•	
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NFL Challenge	$100	$80				•
Operation Keystone *NEW*	$70	$52				•
Quizam *NEW*	$30	$20			•	
Road to Moscow - Barac	$30	$22			•	
Rome/Barbarians- Krentek	$35	$25		•	•	
Sargon III	$50	$33	•	•	•	•
Spy vs. Spy	$30	$20	•	•	•	
Spy vs. Spy - Island Caper	$30	$20		•	•	
Star Fleet I	$50	$33	•	•	•	•
Universe	$100	$75	•	$70		•
Universe II	$70	$46	•			•

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HABITAT

A Lucusfilm Ltd and QuantumLink Production

review by Roy Wagner

Habitat n. the place where a person is ordinarily found.

- Webster's New World Dictionary

(Much of the following material comes from a preliminary copy of THE OFFICIAL AVATAR HANDBOOK that comes with each Habitat disk.)

HISTORY

At first, there was only the Oracle. Then came the Avatars, and Habitat is their world. The Oracle referred to time before the Habitat as "the Great Boredom", but the world of the Avatars became one of adventure. The Oracle established a trust fund for each and every Avatar to provide "life, liberty,and the pursuit of quality leisure time". Throughout the early years of Habitat the Avatars sought and found adventure in various quests for the good of all. Teleports were introduced, which then offered an unlimited means of travel. All forms of transportation became unnecessary. Only skateboards were used and now only a few of those are to be found. A bus route has been considered for many years now, but its future is uncertain.

The Avatars share a rich social, intellectual and cultural history. Early Avatars were great adventurers like none other, but this spirit died in them and they became content to do nothing. They let themselves become lazy, and never let themselves get out to see the world they lived in because that would take too much effort. The Oracle tired of seeing the Avatars just sitting in front of a tube watching TV and eliminated it as a means of passive entertainment.

QuantumLink

QuantumLink is probably the largest national telecommunication network supporting only a single computer type, the Commodore 64/128. Information, text files and a special interest group (SIG) for the Amiga are available, but direct online access is not yet provided. QuantumLink is offered by Quantum Computer Services which manages its own network control center, that utilizes state-of-the-art Stratus fault-tolerant mainframes. Quantum plans to eventually to offer access for the Amiga, Apple and IBM.

It is one of the lowest priced national networks. A flat monthly fee of $9.95 provides one hour of connect time and several basic services (including an encyclopedia, news, and computer information). Additional online connect time is billed at 6 cents per minute, which certainly one of the lowest per hour rates. There is no extra charge for using 1200 baud. For most people, a local phone number is used to connect with QuantumLink which is located in Vienna, Virginia. QuantumLink supports nearly all modems available for the C64/128, including those using an RS-232 interface.

QuantumLink is very easy to use with options selected from drop down menus using cursor and function keys. Users do not need to memorize any commands or special keywords. In addition, a toll-free number to Customer Service is available and an online staff of QGUIDEs, QHELPERs, and SysOps can answer questions and make sure you don't get confused or lost.

QuantumLink is the only network marketed and supported by Commodore. It provides an online hotline to Commodore personnel, online information and user group exchange. Conferences and forums are regularly held online with Commodore engineers, leading magazine personalities, and key industry people.

QuantumLink is available from 6pm to 7am local time on weekdays and 24 hours on weekends and national holidays. Eight distinct areas each offer a wide range of online activities and information. These include: People Connection, Commodore Information Network, Commodore Software Showcase, News & Information, Just For Fun, Learning Center, The Mall, and Customer Service.

People Connection provides public and private "rooms" where one may "talk" with others or just "listen" in on the conversation taking place. The Auditorium is used for special events, speakers, and online classes. Colorful online games complete with sound can be played with other people. These include: Chess, Checkers, Backgammon,

The Oracle also became quite bored and decided to take some action. The choice was made to let humans discover Habitat. In the image of Avatars, humans were now permitted to enter Habitat. They sought adventure, intrigue and danger. The true Avatars saw this and they too regained their lost spirit. Now Habitat is once again a great place of unlimited adventure with new and old friends.

MODERN HISTORY

Habitat is a new interactive hi-res gaming environment from **Lucasfilm Games** (*Ballblazer, Koronis Rift, Rescue on Fractalus!*) and QuantumLink, a national computer network available to C64/128 owners through a local telephone number (see *The Commodore Connection* in this issue).

When playing Habitat you use one of your QuantumLink online names. The name you use should set you apart from the others, the more distinctive the better. Common names such as Jane, Bob, Cindy, Eric, Laura and Bill are OUT and inadvisable. Names like Cassandra, Phineas, Veronique, Norbert, Millicent, and Cornelius are IN and well accepted.

Before you first enter, you select the body appearance of your Avatar from a limited number of options. There are various body forms that make your Avatar appear male or female. An Avatars appearance may be changed in other ways once in Habitat. For example, new clothing can be bought at a store and changed whenever you like.

You first enter Habitat in your "Turf" or home. It comes equipped with a minimum amount of furniture, but more may be bought. You can read mail from other Avatars in your turf and communicate with others using Telepathy. Your turf can be redecorated with various colors, wallpaper, styles and furniture that suit your personality. It can be decorated with artifacts from your adventures or other items that you receive or

Bridge, Four-in-a-Row, Hangman, Reversi, and Sea Strike. If you want, you can just watch a game rather than play.

Commodore Information Network provides for all major Commodore special interests by machine (C64, C128, and Amiga) and special topics (GEOS, Beginners, Games, Graphics, Music, Applications, Telecommunications, Programming, and Hardware). Questions, Answers and Comments are regular posted. Related public domain libraries, new product information, and User Group and GEOS Support are also in this area.

Commodore Software Showcase provides catalogs and reviews. Preview, Public Domain, and Educational software can be downloaded.

News & Information provides the Reuters News Center with headlines, news items updated every ten minutes, weather and financial news. Personal Finance, USA Today Sports Report, Public Opinion Surveys, Computer & Technology items, Child Find for lost children, and Auditorium Archives of special guest conferences are also here.

Just For Fun provides: games and contest information; a Photo Gallery for printer/screen display; Cafe Bozart's "adult" area; The Funny Bone humor center; Q-Link special interest clubs (Astronomy, Chess, HAMshack, High Adventure Sports, Hobby, Media, Phantasy, Sci-Fi, Camera, Trivia, Cooking, Wines, and Geneology); Rock music topics; Movies topic; and TV topics (including soap opera summaries).

Learning Center provides free access to the Academic American Encyclopedia which can be saved to disk and printed on your printer, the catalog of courses from the Electronic University, Commodore Educational Software for downloading, and an Educational Resource Center that can provide extensive material for educators and parents.

The Mall provides the Q-Link Store containing various key buys such as modems and software. A Software Finder service, access to the Comp-U-Store's national buying service, Easy Sabre Travel Service which provides for air travel arrangements, and a Classified Connection of online user ads.

Customer Service provides all those items that explain what is going on in all areas of QuantumLink, as well as billing, service, and pricing information. You may also offer suggestions, create new user online names.

All of the above really only list a small portion of what is available in each of many of the above mentioned areas. QuantumLink has been around for less than a year, but is constantly changing to provide more and better service for its customers. HABITAT is just one of many new features.

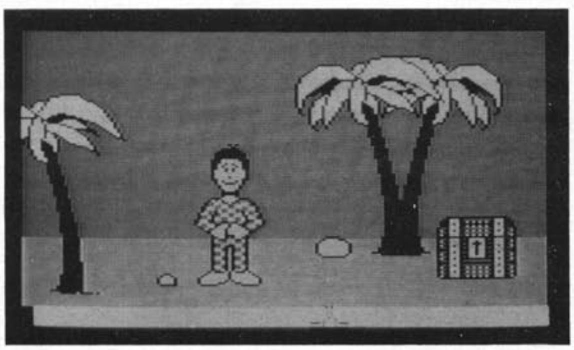
buy. Each week you will receive the WEEKLY RANT, the Habitat weekly newspaper, that tells of various things occurring in Habitat and even the new opportunities for adventure.

No Avatar has to work. A lifetime trust fund provides you with a periodic allotment of tokens, the monetary unit. These tokens are a result of the interest on your trust fund and only the interest may be spent. You can never be broke, only short on cash, in Habitat. Credit cards are also available for major purchases. You can also get tokens from the pawn shop or even find "pennies", tokens left laying on the ground in public places. Adventuring is often quite lucrative, and an excellent way to accumulate extra spending money.

DOING YOUR OWN THING

Avatars understand and respond to five simple joystick selected commands: GO, GET, PUT, DO, and TALK.

GO directs your Avatar's movement. You move the cursor to the location you wish to go and press the joystick button. Then select the GO command and release the button. Your Avatar will walk to the location selected. In this way, you can explore the area of a single screen, take a leisurely stroll, or explore the never ending landscape of Habitat. Seemingly finite at times, new areas to explore are frequently discovered.



A "port" can be used to Teleport from one location to another. Any distance can be covered using a port, for a nominal token value.

GET picks up objects you need or want. You move the cursor to the object you wish to get, press the button, select the GET command, and release the button. You need not GO to the object first. Simply use the GET command and your Avatar will go to the object, bend over and get it.

You may only hold one object in your hand at one time, but objects can be carried in various containers using the PUT command. PUT drops an object in a manner similar to GET.

DO performs an action with or to an object. In this way you can use an object to accomplish a given task. The action that occurs depends on where your cursor is pointing. The object pointed to will make the appropriate, though not always expected, response. Pointing to a door will open or close it. Pointing to a lamp will turn it on or off.

TALK directs a message to one or more other Avatars. The message is typed in using the keyboard. Pressing the RETURN key sends the message to the Avatar to whom the cursor is pointed. To talk to all Avatars on the current screen, the cursor is pointed anywhere that there is not an Avatar. Telepathic messages and letters can be sent from nearly any screen to other Avatars in Habitat.



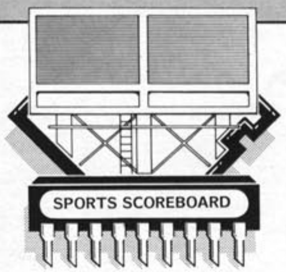
Using the GO command and pointing to your own Avatar controls body movements (standing or sitting). Objects PUT into containers (each holding a certain number of objects) can be removed using GET. A list of the objects in the container is displayed and that object you want is selected. Newspapers and letters are read by pointing to them and using the DO command.

Wandering about Habitat on your own or with others is fine, but real adventuring with a purpose (in search of intrigue, riches, and dangers) are what Avatars love to do most. The Oracle, the all knowing being that controls life in the Habitat, sends Avatars on quests and adventures. Some are filled with danger and risk, others are safe, but challenging. Most adventures involve puzzle solving. Some adventures can be done in an evening, others may take several days, a week or even longer. Some can be done alone, others require a group effort.

The Oracle also grants wishes, gives counsel, and has been know to play a trick or two. As unpredictable as it is mysterious, the Oracle should never be taken for granted.

When you chose to exit Habitat, your Avatar turns to stone and is generally protected from any harm. If you are away from Habitat for any great

Continued on pg. 44





Rick Teverbaugh

Apple owners can rejoice. Random House's APBA Major League Player's Baseball is finally available for your computer. Now even IBM owners can find reason to smile, because the price of both versions has dropped. The Master Edition now sells for $59.95. Team data disks are $19.95.

Before we get around to all the good things about the game, let's talk about some of the shortcomings, at least of the Apple version. Not all Apple owners will be able to play the game. It takes two disc drives and at least 128K memory. If you have an Apple IIc, you're home free. But if you have an Apple IIe, you'll need an 80-column card for the screen display.

Unlike the IBM version, the Apple edition is monochrome. There also is no ability to create your own teams and if you want to do season replays, you must keep your own stats as there is no compiler utility.

And one final complaint. I'm worried about the wear and tear on my disk drives if I try to play an entire season. With each hitter, each of the two drives makes a minimum of two passes before the outcome is revealed.

As a dye-in-the-wool sports fan, I find text sports games, at least those with a strong statistical base, to be more satisfying than those games who give away too much memory to graphic presentations. To that end, I like APBA enormously. The action feels like baseball. All serious baseball fans have spent a lot of time in front of the radio listening to games. What they read on the APBA display screen is very like what they're used to hearing. To visualize those descriptions is a prerequisite to enjoying baseball on the radio. That ability to visualize is also important to get the full enjoyment from APBA baseball.

I like the fact that APBA offers draft league possibilities. Probably for draft, head-to-head league play, there is no better game on the market than APBA. But since I like season replays and like being in control over what teams I use, I prefer other games more. Additionally, mail leaguers are out in the cold because there is no computer manager option.

So there you have the plusses and minuses. Choose to your own tastes, but at least Apple owners now have a choice and at a lower price.

Interstel (formerly Cygnus) has entered the sports realm with Spin Out. It isn't a fancy game, but it doesn't have a fancy price tag. It sells for $19.95 and currently is only available for the Commodore 64/128 owners.

It is strictly man against the clock in this outing. All drivers use the same car and only one is on the track at the same time. There are no other cars against which you can compete. The only goal is to finish with the best time on record.

The perspective is overhead rather than through the windshield, but the steering is done as though you were in the car. If the vehicle needs to turn left, you move the joystick left. The joystick button acts as a brake.

Acceleration is handled in unique fashion. Before you start your trip around the track, there are two choices you must make. The first is how many laps you want to try and the second is how many gears you want to have available. Gears are from 1-10. The more gears you use, the higher

the top speed of the car. The longer your car runs parallel to the track, the closer it comes to the top speed available at the highest gear selected.

When I said that it's just you against the clock, that wasn't quite accurate. There are some trucks, cars and very low-flying planes that obviously are unaware of your pursuit of the record. You must avoid them at all costs. Should you run into one or crash into something off the side of the course, you'll see a fiery crash. A helicopter will come and carry you off to the infield hospital and the race will be over. You can abort the rescue sequence quite easily, but you still have to start from scratch on the course.

One of the more enjoyable aspects of this game is the easy-to-use track construction utility. There are some real-life tracks included and room on the disk for about 50 tracks of your own creation. The best time is saved to disk for each course. It is possible when laying out the course to have pieces cross over each other numerous times. But when you're out on the course, these crossovers aren't displayed. That makes for a disorienting feeling when driving, but it opens a world of options for designing a course. One detraction is that you can't save creations to a blank disk, so you can't swap creations with friends ala Activision's Fast Tracks.

But overall, I like Spin Out for a enjoyable bare bones approach to auto racing.

Finally, there's World Karate Championship from Epyx. There are 16 moves available for head-to-head or vs. computer action. The graphics are enjoyable and great attention to detail is evident. As you get more accomplished at the game, you'll advance from place to place around the world and the background changes from city to city revealing the area's most famous landmarks.

The top scores and belt color advancements are saved to disk along with the initial of the competitor. When you get in a really good shot at your opponent, you'll see stars circle his unconscious form. When you really polish him off with an especially good move, a hand salute will follow. Match scoring is done by a computer-controlled referee. There is constant music throughout the program, but a simple keystroke will silence all but the match sounds.

Between matches, there are some skill tests for bonus points. It is the only way the novice can break bricks with his cranium without getting a headache.

The documentation is well-written and illustrated just enough to make the rules easy to follow. Epyx continues to take a strong stand in the foreground of the arcade sports programs with World Karate Championship. The game is currently only available for Commodore 64/128 owners, but in the fall, Apple and IBM owners will get their due.

The Official Statkeeper Was A Computer

Baseball Statistics: The Utility Programs

by James Trunzo

When it comes to baseball software, the first thing that most computer sports afficionados think of are computer simulation games like SSI's *Computer Baseball* and MLSA's *MicroLeague Baseball* or hi-res arcade baseball games like Accolade's *Hardball*. However, like a slick shortstop sneaking behind second for a pick-off play, a new category of baseball software is quietly making its presence felt. Suddenly, appearing in front of baseball fans eyes are advertisements proclaiming the advent of the electronic scorebook; ads boldly stating that you'll never again have to figure out a batting average by hand; blurbs boastfully telling you that now "even you" can analyze a player's performance month-by-month or week-by-week, if you prefer. It has happened... productivity software has invaded the domain of the National Pastime!

Of the non-game baseball software now on the market, most of which are statkeeping packages, two products have come to the fore: *Diamond* from Consistent Software and *StatMaster I* from TNA Software. Both products are worthy of attention and each has its strengths and weaknesses, though the pros outweigh the cons by a considerable margin. The primary purpose of Diamond and StatMaster I is to compile the statistics that make baseball the fascinating sport that it is.

StatMaster I is the more versatile of the two, being easily adapted to baseball board games as well as to Little League, softball, or high school baseball. StatMaster can maintain records for up to 40 teams in as many as 4 different leagues and allows you to assign up to 40 players to each team's roster. For board gamers, it is important to note that there are no restrictions to the positional make-up of the rosters. Why this is a factor will become clear later in the review.

Entering and editing data for either batters or pitchers is a snap with StatMaster I. Those who are familiar with the Apple ProDos Systems Master will quickly realize the similarity of operation between it and StatMaster I. No coincidence! The designer of StatMaster is an ex-Apple employee who did the majority of the work on the ProDos Systems disk. Therefore, you can expect an easy menu-driven approach to all modules contained in StatMaster I. You can enter more than one game at a time if you wish and either correct mistakes as you go or edit them later.

StatMaster I will send formatted reports to either the screen or a printer, arranging the stats by batting average for the hitters and ERA for the pitchers. Reports include complete team totals as well as individual player statistics. This reviewer was truly impressed with the speed of StatMaster I's report generator. It does a complete roster sort in less than 20 seconds.

TNA Software has also released *StatMaster Utilities* as an enhancement to StatMaster I and the utilities disk upgrades the product immensely. While the utility disk does allow for more advanced editing (changing team names, etc.), its major function is to compile complete league statistics. StatMaster Utilities will take your data disk and produce league standings, team batting stats, team pitching stats, Top Ten lists in ten hitting categories and Top Ten lists in ten pitching categories. In minutes, the utility disk tells you every team's won-lost record, its winning percentage and its games-behind number; it shows you who's leading your league in homers, average, slugging percentage, strikeouts, earned run average and more! And, as mentioned, it does it in no time at all.

Finally, both of TNA's programs come with clear and concise documentation, complete with illustrations. Weaknesses? Did I mention something about weaknesses? Well, okay. StatMaster's major drawback is its selectivity of categories. In order to facilitate its printouts, StatMaster only allows for the compilation of major categories. Such esoteric statistics like the sacrifice fly and the wild pitch cannot be tracked, nor can walks and strikeouts for hitters. To be sure, most users will only be interested in the primary stats like RBI's or complete games, but table top players may demand a little more.

Diamond, produced by Consistent Software, gives a little more... but not without a price (and I don't mean money). Designed primarily for college, high school or Little League teams, Diamond has a multitude of modules. It's truly a database within a database within a database! The program will arrange a car pool, keep track of your schedule and equipment and even score your game automatically. The latter function is especially useful if you can

take your computer with you to the game. Using a single-keystroke entry system, Diamond will score the game, print out a box score and update individual and team stats virtually all at the same time. Some teams who do not have the luxury of a portable computer system still use the scoring feature, simply rescoring the game from a traditional scorebook. Their claim is that it's quicker to rescore the game and let Diamond do all the work than it is to compile the stats using a pencil and paper.

Diamond tracks a staggering number of statistics: it maintains 28 offensive categories, 26 pitching categories and even 7 defensive categories. Some of these statistics are even user-definable, allowing you to customize the program to fit your specific needs.



Like StatMaster I, Diamond is easy to use once you get familiar with it. The program provides on-line help, keyboard overlays and a well-written manual and uses a form fill-in format for entering and editing information; however, Diamond does require a break-in period, especially if using the scoring option. While it isn't a difficult program by any means, it isn't as simple to use as StatMaster I. Its method of inputting information isn't quite as "clean" as StatMaster I and the entire program, it must be said, is much slower than its competitor.

Diamond will generate either individual or team reports in a variety of formats. It will not compile standings or top tens,

but it must be remembered that Diamond is designed to be used by one team and one team only. It can be adapted for table top use but if you are considering doing so, be aware of some drawbacks. While Diamond allows a roster of up to 30 players, it will only permit ten of them to be pitchers. This is usually inadequate for baseball board game players, who use realistic up-down lists and exceed the limit of ten pitchers during the course of a season. Again, it must be emphasized that Diamond was not intended to be used as a board game utility.

Both TNA and Consistent have new products in the offing: TNA should have its Rotisserie disk (available only for IBM or compatibles) ready by the time this review sees print and Consistent is preparing a special program that will address the needs of table top gamers.

A third product that is of interest differs in intent from those already discussed but is, in its own right, a fascinating piece of work that is aimed at the real baseball statistics enthusiast. Scorecard from The Scorecard Company is a labor of love that evolved into from Jim Upchurch's (the one man whirlwind behind the product) fanaticism for baseball into a cottage industry success story.

Scorecard is a program designed to allow you to type boxscores into your computer and later call out any player or team stats over a given period of time. For example, if you wanted to know how Dale Murphy did in April, you would select the correct prompt from the Main Menu and then answer the questions that follow, requesting the player's name, starting date and ending date. Had you done so last year, you'd have found that Murphy hit .380, smashed 9 home runs and driven in 29 RBI's!

However, the above example only scratches the surface of what Scorecard can do. You can determine a team's performance against another team or a player's performance against a specific team and do so over any period of time designated. Bruce Sutter vs the Astros from April, 1985 to May 1985? He appeared in 3 games, pitched in 3 innings and had an ERA of 6.00. Scorecard also tracks pinch-hit appearances, won and lost records of the team (showing how the team fared both with and without a selected player in the lineup), strikeouts and walks per 9 innings, team record in a pitcher's no decision games, and more.

Scorecard is set up in such a way that the input corresponds almost identically to the daily boxscores in the paper, making it a simple task to transpose the information from the paper to the computer. Editing is possible but you have to be careful about the order in which you respond to prompts or you'll end up saving material before you've completed your entries. A close reading of the documentation (which comes on the disk and can be printed out if a hardcopy is desirable... and it is) overcomes any such problems, however.

Mr. Upchurch has been careful not to exclude anybody from using his program. Scorecard, which is, like the others, not copy-protected, contains instructions for installation onto a 3.5 Unidisk or a hard disk and the program, while running, refreshes the screen as it reads the files, literally al-

lowing the user to watch hot streaks and slumps occur right before one's eyes.

Scorecard, written entirely in Applesoft, is quite slow at its best; and the more data needed to be read, the slower the program seems. However, because the accumulating of stats appears on screen while it is taking place, there isn't the tedium or boredom one might expect to occur while awaiting final results.

Results of any search can be dumped to the printer in one of several forms. An individual player or team stats can be had or an entire player-by-player report can be generated and printed in columnar form.

While Scorecard is not a program for everyone, it certainly is a useful tool for those who study the game and are in love with baseball statistics. Be forewarned, however, that the program can become addicting once you start fooling around with all the possible combinations available to you!

StatMaster I, *Diamond* and *Scorecard* hit home runs each time they come up to bat in your computer. These products can truly add a new dimension to the hybrid world of computers and baseball.

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TNA Software
1266 White Oaks Drive, Suite 101
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Diamond
Consistent Software
1050 Duncan Avenue
Suite G. Department BA
Manhattan Beach, CA 90266
Suggested Retail: $69.96
Apple II 64K
Circle Reader Service #77

Scorecard
The Scorecard Company
3146 Thomas Avenue
Montgomery, AL 36106
Suggested Retail: $39.95
Apple II 64K
Circle Reader Service #78

The Atari Playfield

by Gregg Williams

Is this the end for Atari 800 games? It certainly looks like it might be from where I write (early July, 1986). The Consumer Electronics Show came and went, and I've heard of very little new Atari 800 software. The 520 ST fares somewhat better, and you'll be hearing about its games in the months that come. If you know of any new (i.e., 1986) Atari 800 games, please let me know.

Two from Antic Publishing

One company gloriously keeping the Atari 800 alive is Antic Publishing, the software sibling of Antic magazine. They are finding good new pieces of Atari 800 software and publishing them at very reasonable prices. (Yes, they're doing Atari ST software, but I haven't seen any yet.) Their low price (usually $15.95 or less for their games) has a dark side, though: the documentation, which is usually rambling and poorly organized, is on disk, and you have to print it out or be willing to take copious notes from the on-screen documentation.

Orbit--a Trip to the Moon, by John D. Reagh, is a gem of a simulation that should keep you busy for a long time; its only problem is that it's an accurate enough simulation to require a large amount of time to master it. It contains four scenarios: intercepting and destroying a drone satellite; docking with an orbiting space station; traveling to the moon; and landing on the moon's Farside Station (a real-time Lunar Lander).

I can't say much about the first three scenarios. I spent at least two hours trying to learn the basics of maneuvering your ship around the Earth (your ship starts, mercifully, in orbit)--then gave up. It's a challenging task, made worse by six single-spaced pages of instructions just for these three scenarios--nothing but text, incredibly boring and hard to read!--and over a dozen functions tied to nothing but joystick control. It looks like it's reasonably well designed, but it's not simple; and woe be unto you if you don't have a printer.

Fortunately, you can skip to the Lunar Lander scenario by pressing the Select button at the beginning of the game (that information was buried on page 7 of the documentation). You'll see some garbage as information loads into memory currently being used for video display, but just wait for the return of a normal picture. The top half of the screen shows the lunar landscape as seen from above; the bottom half shows your control panel with five dials: oxygen, fuel, attitude, altitude, and position. When you're less than 20 miles from the surface, the top inch or so of your screen shows a cross-section of the lunar surface and a dot representing your lander.

The game, like space itself, is not forgiving. You have enough oxygen for about one orbit and not a drop of fuel to spare. Your goal is not just to land on the moon--it's to land in one particular crater! With your joystick you can adjust your lander's attitude (the direction it's pointed) and the amount and duration of your "burns."

I have landed correctly a few times, and I recommend this scenario to beginners over the Earth-orbit and Earth-to-Moon scenarios. My biggest objection to this scenario is that the attitude points opposite to the way I think it should be. Maybe it's just me, but I have to mentally rotate 180 degrees before I can start any "burn"--and that's a luxury I can't afford in a real-time game! Also, the game occasionally malfunctions when beginning your third or fourth Lunar Lander scenario on an Atari 800; it does not do it on an Atari 800 XL. I have no idea why this happens, but it does; at least it has the grace to crash between games, not in the middle of one.

Colourspace

As you can tell from the spelling, Colourspace is a British import, created by a madman named Jeff Minter. I'm running out of space, so I can't give this product the description it deserves. To summarize, this program is so awesome (in the original sense of the word) and mind-blowing that I can't decide whether or not I'd want to meet its author. As my friend Rick put it, "We have just entered another human being's private universe...."

Colourspace is a joystick- and keyboard-controlled light show that creates a seemingly endless number of beautiful (sometimes bizarre) color effects. The best way to learn the system is to start playing with it and read the documentation as your interest builds. To begin, press "A", then "W", then hold down the button and move the joystick. To get different effects, hit any key except BREAK on the top row of the keyboard. And, ohmigod, I just found this--the author says he's planning to get this working on the 520 ST....

Orbit and Colourspace are $15.95 each; you can reach Antic at (415) 957-0886.

Star Raiders II

Let me squeeze this one in: if the original Star Raiders rates (by today's standards, on a scale of 0-10) a 6 for graphics and an 8.5 for game design, Star Raiders II rates an 8.5 for graphics and a 4.5 for game design. It's a shoot-em-up that is visually breathtaking but gets repetitious after a while. Zylon ships (three kinds) are invading your solar system from theirs. You have to wipe out all their ships and the cities that produce more of them before they capture all your cities. Unlike SR I, which called for some involved decision making, SR II has as much strategy as Missile Command.

Also, this game is like a bike with training wheels--you think you're doing something dangerous, but you're not. Two examples: you have an energy gauge that mustn't get to zero, but it decrements only a small amount regardless of where you warp to. Also, you have gauges that monitor gun temperature--but you can't overheat them even firing continuously on the hardest level of the game! These are small touches that, if added, would have contributed to the "richness" of the game. Oh well, it's got impressive graphics and is certainly worth its list price of $19.95.

In Brief

Activision's Music Studio (for the 800, $34.95, and the ST, $59.95) is more for the dabbler in music than the professional. Both versions are pretty good buys for the price but are visually "busy" and sometimes confusing to use.

Also, a German company called "Tommysoftware" has created a nice entertainment called Puzzlepuzzle that I can only call a recursive jigsaw puzzle; unfortunately, it works on the Atari ST monochrome monitor only. They're asking $10 for it (international money order or equivalent); you can reach them at Mainzer Landstr. 147/ 6000 Frankfurt, M.1/ WEST GERMANY. It's very well done, and they deserve your support.

Next Month

Who knows? Until then, remember: there is nothing more frightening than ignorance in action.

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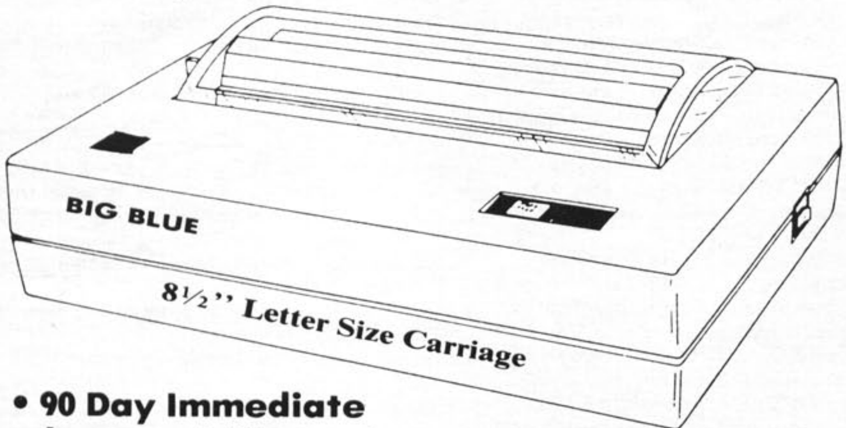
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(Cont. from pg. 14)

terns to provide sixteen shades of grey. The package comes with several nice examples and some clip art. Over 300 clip art images are available.

This product can use medium resolution drawings from *Deluxe Paint* for both backgrounds and/or clip art. This does require some pre-planning effort since most drawings in *Deluxe Paint* are done in low resolution. All work can be saved to disk for later use or printing. There are extensive user options and a minimum number of frustrations or deficiencies. This product is highly recommended.

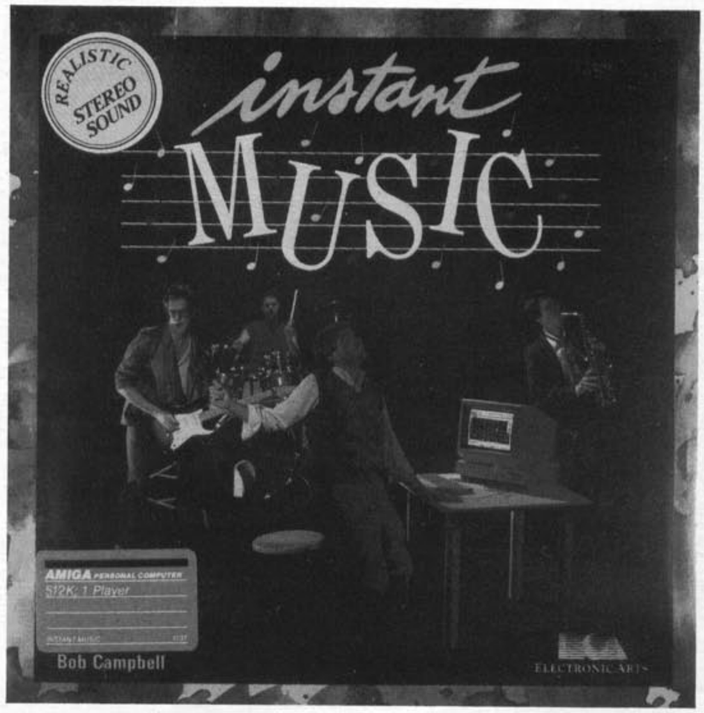
What's That I Hear?

Without a doubt, the sound and music on the Amiga has NO equal. Stereo with two independent voices for each channel. Two new products are available for the less serious and more playful music people. (Several very serious music programs are also available, but will not be discussed here.) *The Music Studio* from Activision ($59.95) is a very comprehensive music construction set and *Instant Music* from Electronic Arts ($49.95) is a very simple and fun way to build and play-along with the music.

Music Studio comes with several songs of different musical styles and 15 instruments. Starting with these and the tools provided to manipulate them, the possibilities are unlimited. Any of a number of MIDI interfaces can be purchased for about $50. and are fully supported. Using a Casio type keyboard, you can play the music through this instrument. If you play the instrument, the notes can be entered and saved to disk.

This product is very good. Unfortunately this first release does not support digitally samples sounds/music or save its music using the music file standard format that has been established for the Amiga. We hope to see these deficiencies corrected in a future release.

Instant Music is fun! It is really designed for those of us with NO music training. Those of us that wish we could play an instrument along with a song or just kind of throw together an original composition without knowing musical notation. It contains an extensive library of music, in all styles, that uses four different instruments. One can select, from many instruments, and using the mouse,



"play" along with the music. New instruments can be selected for any of the four voices. Simple controls exist to modify the sound levels, beat, rhythm and note duration.

It does not use standard musical notation, but rather a simplified display of sound bars and positioning upon an open field rather than any formal music staff. All actions are intuitive, rather than trained. Playing along has to be experienced to be realized how much fun it is. It's GREAT!

The music written using *Instant Music* can be used with *Deluxe Video* and other Amiga programs.

For the sophisticated, *Deluxe Music* from Electronic Arts, *Musicraft* from Commodore, and *Soundscape* (MIDI interface) from Mimetics will soon be available.

Putting It All Together

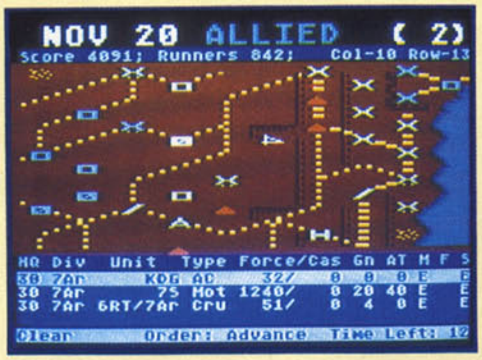
That's it for Amiga productivity products. In general, most of these products can share and work with the files each of them create. This is a very significant plus in the basic design of the Amiga. Products can complement one another rather than compete for a buyer and then lock that buyer into one way of doing things.



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Rommel: $40; Chickamauga: $35. Disk for Atari computers with 48k. Both coming soon for Apple and Commodore computers. If there is no store in your area, you can order direct from GDW. Add $1 per game for handling.

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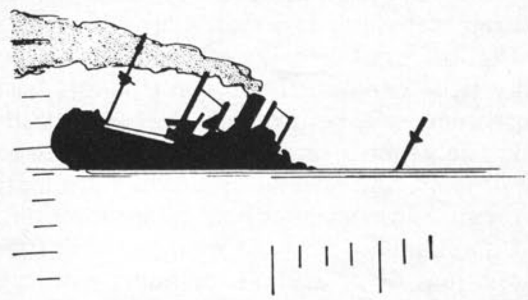
and begin to plan their downfall. The "Navigate" play option handles this function. From here you may obtain a surface weather report and activate the sonar and or radar. The immediate effect of activating sonar is to have the designation letters of enemy vessels suddenly appear on the grid. Your objective convoy is never to far away so if it doesn't show up right away then you may change to a greater magnification and obtain their current position. Enemy vessels have an uncanny knack of detecting the fact that they are being pinged and tracing the sound back to its source (i.e. you), so sonar should be used sparingly unless you are playing at the Novice level. Once the convoy has been located, you may change heading and plan an intercept.

The composition and starting point of the enemy convoy is randomly determined for each game. Sometimes you may have the luxury of cruising on the surface and watching the enemy while other times you may have to dive immediately and withdrawal to a vantage point in order to plan the intercept. When you have obtained about 4000 yards to target you may come to firing depth and take a shooting bearing through your periscope. Since the enemy is not to keen on being sunk, the target will change speed and heading quite often, making the shooting bearing the hardest part of the game to master. After some practice with turning the scope, changing heading, and watching the enemy movement you will get the hang of it and know exactly when to fire. You are very vulnerable when making a shooting bearing and the enemy will often spot your scope and begin a depth charge run. If you are spotted, you will know it immediately as one or more of the ships come charging straight at you and then disappear from your scope. The next sound you hear will be depth charges exploding and, at the advanced level, that usually means heavy damage or destruction.

To assess the damage from depth charge attack the "Damage" play option is used. This option lists the 10 ships components and tells you if they are active or out of commission. Some of the ships components may only be repaired in harbor while others may be repaired by surfacing and using the "Utility" play option to begin repairs. Surface repair is extremely hazardous if the target convoy has an aircraft carrier as attack on the surface by planes spells destruction.

After all the ships in the convoy have been sunk, you may return to harbor and meet a hero's welcome. Actually, the game just tells you the number of points you scored and some other stats about your mission. The stats are stored and may be reviewed at some later time. You may then start another mission or turn the computer off and go talk to your wife. If your wife wants to talk to you before you have destroyed the convoy then you may save the game and restart it at some later time.

This reviewer found Operation Keystone to be an excellent game that maintains a good feel of real-time combat activity. The only major drawback to this game is the fact that shooting bearings are very hard to get and almost require two players, one to plot and the other to execute heading changes. Good luck, and happy hunting.



Circle Reader Service #37

Circle Reader Service #36

Wizard's Crown

(cont. from pg. 17)

All monsters, of whatever type, fight to the death. They never surrender, and they never retreat, no matter how badly things are going for them. However, you can retreat your party out of combat (one person at a time) if they get into serious trouble. You can only do this with living members, not dead ones; all dead characters will be left behind.

Immediately after combat concludes, the party is placed in camp mode. This is where you heal your injured members, and look over whatever goodies you took from the defeated monsters (if you ran away from combat, there won't be any treasure). Most items will be ordinary, but some will be special. The group's sorcerer is the one who evaluates the objects, and special ones will have a star next to them. These specials can be anything from rubies and diamonds to magical weapons and armor, potions, rings of protection, or items with spell-casting abilities.

How much the party can take depends on how many open slots they have (a maximum of 10 items per person can be carried), and how large it is. A character can carry more small objects than medium or large ones. Of course, you can always drop an item to make room for something better (ditching an ordinary shield in favor of a shield+2, for instance).

Also in camp you can save the game (but only outdoors, not in a dungeon). This has a great advantage: the program does not wipe out your save if you leave camp. Therefore, if some of your party get killed, you can simply reboot and start over again from your last saved position (this is automatic). Naturally, any experience or treasure found since the save will be lost, but on the other hand, you will have your party intact again.

In the dungeon, things are a little bit different. It's all done close-up, like detailed combat, with the individual party members represented by their icons. And this is where a problem crops up. The problem is movement. When you first enter a dungeon (or a new dungeon level), you choose the party member who will be "active". This active character is the one who will respond to the movement commands; all other party members will follow that one automatically. It sounds good, but often you will find party members getting stuck behind walls.

When this happens, the only thing you can do is set everyone to "independent" status (meaning they don't move at all), and set the stuck ones (one at a time) to active status, and move them away from the obstruction. You can end up doing a lot of these maneuvers unless you're really careful.

Fortunately, when you go up or down a level in a dungeon, everyone in the group goes along, regardless of what movement status they have. This is helpful when travelling through known areas; you make one member active, all the rest independent, and then move the active one as quickly as possible to the stairs. It's a great time-saver.

Another drawback to dungeons is the inability to set up for combat. When an encounter occurs, it happens right then, right there, and you must fight as-is; you have no opportunity to change positions until after the combat has started. This could be a problem if your weaker members happen to be bunched up near the front, and your fighters are in the back.

Experience, is difficult to come by, and this makes advancement slow, especially for dual-classed characters. There are no levels in the game, just gradual improvement of skills and attributes (a much more sensible way of doing things). Killing monsters is the only way of gaining experience, and you do need to waste a good many of them to get a decent amount of points.

Each time you return to the Crossed Swords Inn, you can exchange experience points for skill improvement. Each skill requires a certain number of points, and the increase is randomly determined, depending on how far you've advanced. For example, it costs four experience points to increase sword skill. If the skill is currently under 100, the increase will be somewhere between 1-8 points. When the skill reaches 100, the increase will be only 1-4 points. At ability 150, increase is only 1-2, and at 200, only 1 point.

Now let's take a look at the world. You begin at the Crossed Swords, with either the original party or one of your own design. Leaving the inn, you find yourself in town, near the front gate, with a small double-icon representing the party as a whole. The icon can be moved in any of eight directions by pressing the appropriate number (a small rosette is displayed at the lower right showing which number corresponds to which direction).

The town has a number of establishments: temples, where priests can restore their karma (needed for spells); shops that sell various items of equip-

ment; taverns, where you can pick up valuable info and reduce morale loss; a market, where you sell treasure; an armory, with weapons and armor (only ordinary) for sale; a park; a cemetery; a wizard's mansion (they will improve any magic item for a fee); and a training ground for skill improvement.

Outside Arghan to the south are the ruins. Here monsters abound, and encounters are frequent. The further away from the gate you go, the nastier the things you will come up against. Fortunately, there are a few temples out there, where you can safely stay for awhile and rest up, provided you know the word that opens the door.

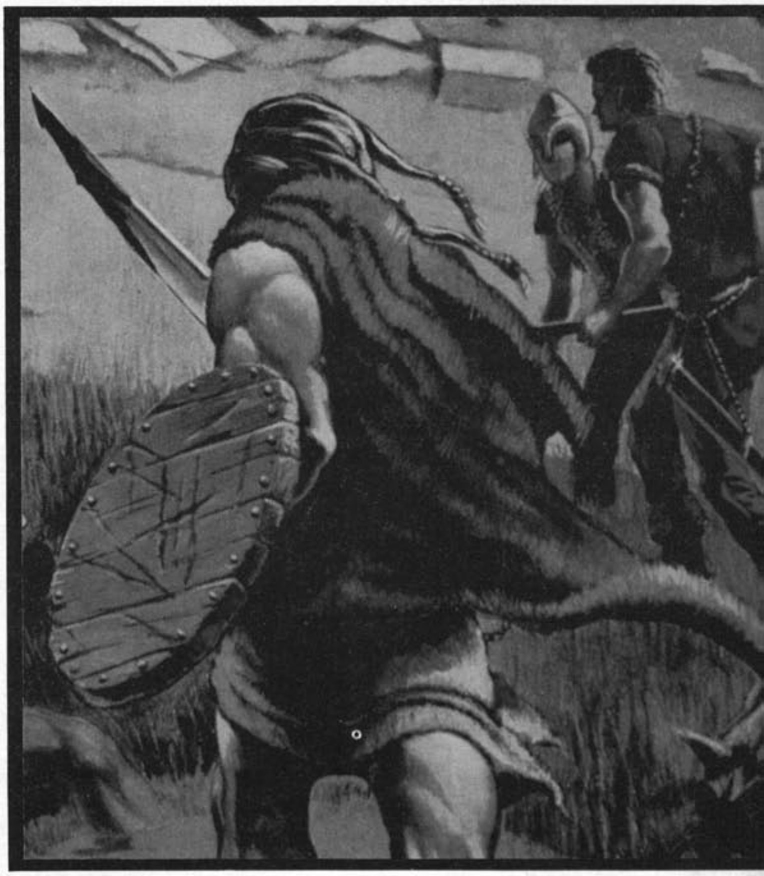
At the beginning, stay in town. You are no match for the creatures roaming in the ruins. Most especially, read the manual thoroughly. It contains excellent advice, and you should pay attention to it; you'll live longer that way. In fact, read the manual a couple of times before you boot the game, so you know what you're doing.

Combat is generally straightforward. Always eliminate the more powerful monsters first. Usually these will be enemy spell-casters, who can make real trouble for you if you don't get to them fast. When fighting at night, cast a Foxfire spell as soon as possible; visibility is greatly reduced in the dark. When you're up against the likes of Undead Warriors, always get off a Reveal Enemy spell; Warriors are usually accompanied by ghosts and such who will often be invisible at the start. Vampires are especially nasty, since they reduce life points directly upon touch, and most of the time you'll have to rely on your priests to get rid of them, although they are killable (it takes awhile, tho).

The dungeon levels have set encounters. Monsters will be found in specific places, and once killed, they will not reappear. This is handy, as the dungeons are certainly the most difficult areas of the game, and cleaning then out is a long and hard task. Do one level at a time, and go back to town in between. Remember that you still have to fight your way back to Arghan, so don't use up all your resources in the dungeon (no saving there!); you may be too weak to survive in the wilderness. Also, make sure you go over every spot on every level; you will find some interesting items, and also pick up some very valuable information.

Tarmon is exceptionally hard to kill. He is also surrounded by a small army of demons, just to make things more difficult for you. It is quite likely that one or more of your party will die before you finish off Tarmon, so do your best to keep at least one priest alive through the combat. You should not attempt the final level of Tarmon's stronghold until your party has the best possible armor and weapons (but do NOT, under any circumstances, hit Tarmon with a magic weapon; it will shatter), your sorcerer is at maximum power, your priests at maximum karma, and your party generally at maximum skill abilities.

My one quarrel with this game is that the emphasis is very heavy on hack and slash. The puzzles, such as they are, are pretty trivial. There is no interaction to speak of between the party and any-



one else. In town, you either buy or sell, both of which are mechanical actions; outdoors, everything you come across is hostile and must be killed. It does tend to get a little dull after awhile. Still, the game has many interesting features of its own, and should not be overlooked on that account.

Bottom line: Recommended, although a little less hack and a little more puzzle would have been better.

HABITAT

(cont. from pg. 28)

length of time, your Avatar may be returned to it's turf.

If your Avatar should die, the situation may be handled in a number of ways. In most cases, your Avatar will just be reincarnated back in it's turf. The Oracle is known for being rough on those who are foolish enough to get themselves killed, and may extract a payment of saving for the favor of incarnating. The Oracle may even grant an exit interview which can be good, or may not be so good based on the situation of your death.

An Avatar who has acted "evil", by the standards of the Oracle, can receive a variety of sentences. Some go through the next life with the head of a goat or other animal. Some are required to pay a heavy fine from the trust fund or are "grounded" to their turf for a certain amount of time. Some may even be banished forever from Habitat.

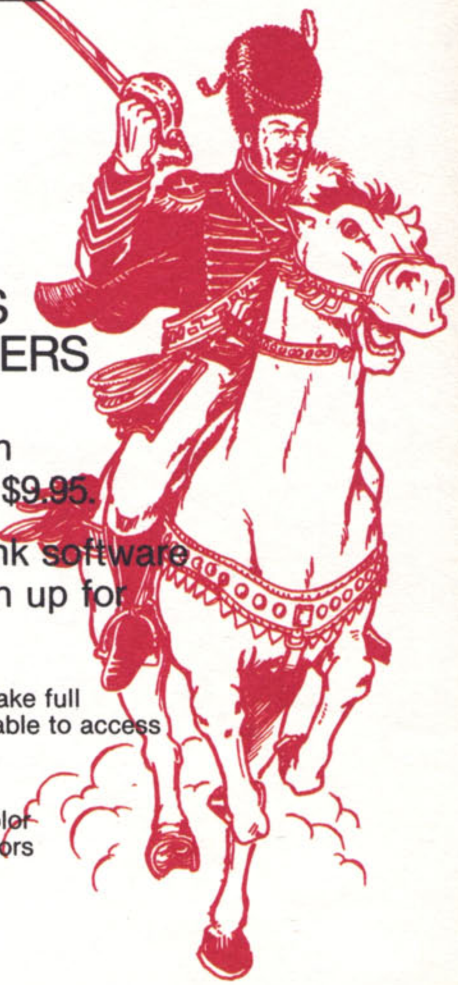
THE FUTURE

Habitat is an ever changing world. The program disk that permits you online access to enter the world of Habitat contains the necessary objects to provide for many activities. New objects and things needed to expand the Habitat can be easily downloaded to your Habitat or other disks. New theme areas, western, space and others, may require the purchase of new disks. But in the minds of Chip Morningstar from **Lucusfilm** and Janet Hunter of **QuantumLink**, and many others already associated with Habitat, there is a long and prosperous future in Habitat.

The future Avatars among us will find plenty of fun and challenge in this first network-based, graphics-oriented multi-player "world simulation". The computer software will provide the sights and sounds of a world that changes and evolves as players communicate and interact with one another.

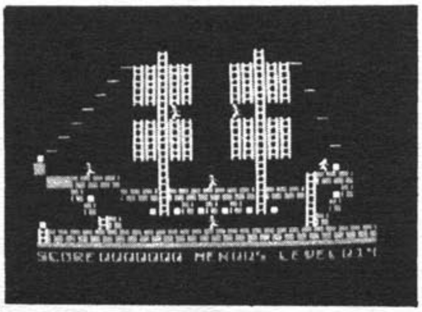
This game effectively optimizes the local storage, processing and graphics power of the low cost Commodore 64/128 home computer that is in over four million homes and the real-time, person-to-person, interactivity made possible by a low cost nationwide network that is accessible with a local phone call.

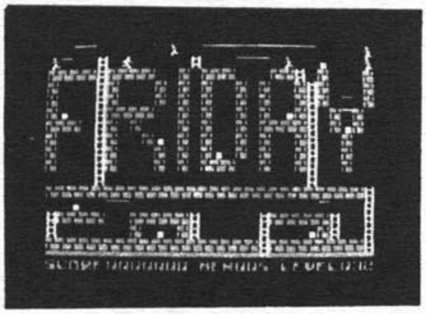
In our next issue, the Commodore Key will provide a detailed walkthrough of an adventure in Habitat. Until then, have fun and remember, it's only a game.



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5.4 - Operation Market Garden; Fog of War in Computer Games; Ultima II for Mac; The Amiga Computer; Computer Gaming in Japan; Phantasie tips; The Railroad Works; Six Gun Shootout; and more!

#26 - Conflict in Viet Nam; Inside Ultima IV; The Halley Project; Silent Service Designer's Notes; The Kobayashi Alternative; Spellbreaker Tips; Koronis Rift; Eidolon; Story Tree; and more!

#27 - Under Fire Replay; Europe Ablaze and U.S.A.A.F.; Map Design for Computers; 7th Fleet; Game Manufacturer Survey; Battle of Antietam; Ballyhoo Tips; and more!

#28 - The Dark Ages of Computer Game Design; Three article on computerized baseball; Autoduel; Alter Ego; Nam; The Current State of the Entertainment Industry; Halley Project Update; Amazon Tips; and more!

#29 - Battlegroup & Mech Brigade; Psi 5 Trading Co.; Battle of the Atlantic (SimCan); Universe II Playtester Notes; Island of Kesmai; Borrowed Time Tips; Golf Games; Countdown to Shutdown; Moebius; Norway 1985; Clash Of Wills; and more!

#30 - American Dream Review; Phantasie II; Industry Survey; Kobayashi Alternative Revisited; Orbiter and Flight Simulator for Mac; Silent Service for Atari; Championship Basketball; and more!

PEEK (Con.)

flight from orbit to Moon landing from the pilot's point of view. Using keyboard or joystick, you will learn to master the forces of gravity and inertial motion. Once you have mastered the LLV controls you can investigate the Moon on your own. Explore rilles and craters; find the Apollo 11 landing site; collect ore canisters left on the surface by mining teams; etc. Apple, IBM. Circle #5

Gerhardt Software
32600 Concord Dr. Dept. 401
Madison Heights, MI 48071

WARRIOR'S REALM: A dungeon exploration adventure. You pick the number of levels you wish to fight your way through (1-9 levels for novices; up to 99 levels if you are feeling suicidal). The levels are randomly generated for each game. Apple. $29.95. Circle Reader Service #6

Great Game Products
8804 Chalon Dr.
Bethesda, MD 20817

PLAY BRIDGE WITH SHEINWOLD: Test your declarer play at the bridge table with deals designed by expert Alfred Sheinwold. You play these 91 deals in an "Autobridge" manner, with one to five tries to come with the correct play each time it is your turn to play from your hand or the dummy. A book explaining the proper play of each deal is included. The product won a 1985 Consumer Electronics Show Award for "Outstanding Innovative Programming". Apple, C-64, IBM. 29.95. Circle #7

Infinity Systems International
P.O. Box 9964
Berkeley, CA 94709

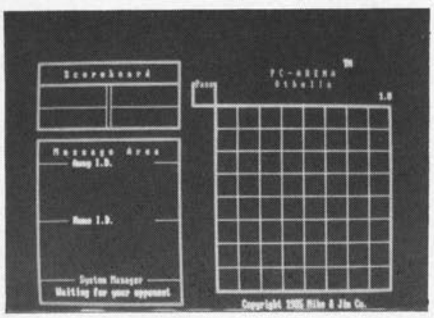
ELECTRONIC GO BOARD: We will never understand why the USA, a nation that loves to play games, has never taken to the exquisite oriental game of GO. It is easier to learn than chess yet is more intricate and it has an excellent system of handicapping that permits people of differing abilities to compete evenly. For those of you that HAVE discovered GO and are serious about becoming good GO players there is Electronic Go Board. More than just an electronic GO board, EGB is a tutor with numerous features of interest to students of GO. Designed by two GO aficionados, EGB will be of interest to all GO players with IBMs. $29.95. Circle #8

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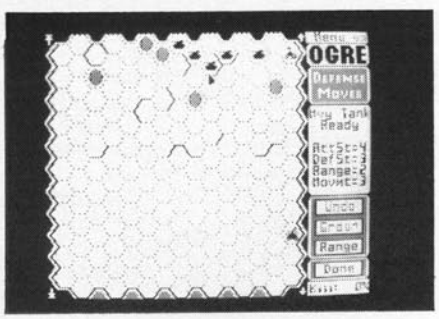
PC-ARENA (OTHELLO/CHESS): Not a computer game as such, PC Arena is a software package that permits IBM owners to play Othello and Chess via modem. Communications, scoring, player prompting, move judging and board maintenance are all managed by the gaming system. $19.95. Circle Reader Service #9

Origin Systems
340 Harvey Rd.
Manchester, NH 03103

OGRE: The long awaited computer version of the very popular OGRE board game has arrived. The OGRE is a 21st century cybernetic tank which is opposed by a roster of smaller but more numerous tank and antitank weapons. The board game is great, we think the computer version will also rate highly. Check it out. Apple II 64K. Circle #10



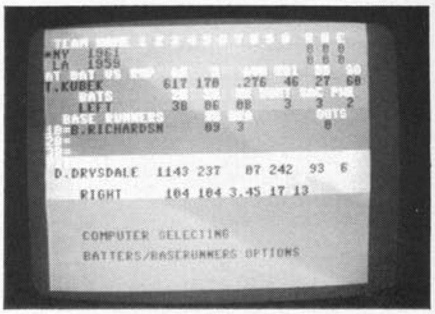
PC-ARENA



OGRE

SubLogic Corp.
713 Edgebrook Dr.
Champaign, IL 61820

PURE-STAT BASEBALL: A new stat based baseball game that includes stat compiling abilities along with hi-res graphics. The game includes a 1985 team data disk. You can form leagues, trade players, draft new players, create your own teams. The game can track a team's season stats and individual player year-to-date stats. With the graphics display turned off you can play a game in 2 1/2 minutes (an ideal feature for season replays. C-64. Circle #11



PURE-STAT BASEBALL

READER INPUT DEVICE

The results of RID #30 are still being collected and will appear in CGW #32. Please note that there is not a new RID rating page for this issue. The results below are as they appeared in RID #30 in our August issue. *Kampfgruppe* (strategy) and *Ultima IV* (adventure/action) are our top rated games according to you, our readers.

Strategy

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Kampfgruppe	SSI	C,Ap,At	4	120	7.93
Silent Service	MicPr	C,At	3	103	7.77
Mech Brigade	SSI	C,Ap	3	72	7.70
Europe Ablaze	SSG	C,Ap	3	27	7.62
Battlegroup	SSI	C,Ap	1	24	7.62
M.U.L.E.	EA	C,At	13	81	7.51
Battle of Antietam	SSI	C,Ap,At	2	39	7.49
Star Fleet I	Cygnus	C,At,I	3	29	7.44
War in Russia	SSI	Ap,At	6	71	7.40
Decision in Desert	MicPr	C,At	2	45	7.33
Ancient Art of War	Brodr	I,M	5	30	7.32
Crusade in Europe	MicPr	C,Ap,At	4	84	7.24
Fighter Command	SSI	C,Ap	8	43	7.24
Guadalcanal Camp	SSI	Ap	9	48	7.24
Seven Cities Gold	EA	All	7	118	7.20
Under Fire	AH	Ap	5	24	7.19
Carriers at War	SSG	C,Ap	4	81	7.17
Reach for Stars	SSG	C,Ap	4	50	7.12
Combat Leader	SSI	C,At	5	56	7.11
Computer Baseball	SSI	All	6	36	7.10
Micro Lg Baseball	MicLg	All	6	36	7.09
Heart of Africa	EA	C	3	27	7.09
Galactic Gladrs	SSI	Ap,I	3	32	7.07
Oper Mkt Garden	SSI	C,Ap,At	4	58	7.06
Flight Sim II	SubLg	C,Ap,At	5	91	7.05
Colonial Conquest	SSI	C,At	2	59	7.05
Carrier Force	SSI	C,Ap,At	5	108	7.04
Field of Fire	SSI	C,At	4	72	7.01
Breakthru Ardennes	SSI	C,Ap,At	3	44	6.95
Computer Ambush	SSI	C,Ap,At	5	46	6.93
U.S.A.A.F.	SSI	C,Ap,At	2	26	6.92
NAM	SSI	C,Ap,At	3	24	6.88
Cosmic Balance	SSI	C,Ap,At	5	84	6.83
Bomb Alley	SSI	Ap	4	32	6.82
Star League BB	Gmstr	C,Ap	1	73	6.78
Gato	SpHb	Ap,I,M	3	79	6.77
Gulf Strike	AH	At	4	33	6.75
Universe	Omtrn	Ap,I,M	3	46	6.73
Knights of Desert	SSI	All	5	63	6.61
Halley Project	Mndsc	C,Ap,At	2	24	6.50
Jet	SubLg	I	4	24	6.45
Chickamauga	GDW	At	1	26	6.38
Panzer Grenadier	SSI	C,Ap,At	3	23	6.35
Battalion Cmdr	SSI	C,Ap,At	3	33	6.34
Objective Kurks	SSI	C,Ap	2	44	6.28
Grey Seas/Skies	SimCa	C,Ap	4	20	6.24
NATO Commander	MicPr	C,Ap,At	3	38	5.88
President Elect	SSI	C,Ap	2	20	5.83
Andromeda Conq	AH	Ap,At,I	1	40	5.67

Adventure/Action

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Ultima IV	Orign	C,Ap,At	3	83	8.00
Bard's Tale	EA	C,Ap	3	58	7.85
Wizardry I	SirTc	Ap,I	16	73	7.76
Wizard's Crown	SSI	C,Ap	2	22	7.73
Ultima III	Orign	All	10	107	7.64
Elite	Fireb	C,Ap	2	27	7.44
Enchanter	Infcm	All	2	32	7.43
Hardball	Accld	C,Ap	3	26	7.43
Phantasie	SSI	C,Ap	4	75	7.41
Spellbreaker	Infcm	All	3	20	7.34
F-15 Strike Egl	MicPr	All	5	140	7.21
Knight of Diamonds	SirTc	Ap	11	53	7.19
Legacy of Llygamyn	SirTc	Ap	7	58	7.18
Phantasie II	SSI	C,Ap	2	25	7.18
Archon I	EA	All	10	98	7.14
One on One	EA	All	7	74	7.14
Questron	SSI	C,Ap,At	5	97	7.13
Auto Duel	Orign	Ap	2	29	7.12
Zork Series	Infcm	All	7	122	7.09
Lode Runner	EA	All	6	60	7.07
Sorcerer	Infcm	All	5	58	7.07
Ultima II	Orign	Ap	8	61	7.00
Ultima I	Orign	Ap	2	48	6.96
Deadline	Infcm	Ap,At,I	3	44	6.94
Galactic Advntres	SSI	Ap,At	4	35	6.90
Hitchhiker's Guide	Infcm	All	4	108	6.86
Planetfall	Infcm	All	3	51	6.86
Racing Dest Set	EA	C	3	49	6.78
Moebius	Orign	Ap	2	21	6.71
Wishbringer	Infcm	All	2	42	6.68
Archon II	EA	C,Ap,At	4	76	6.64
Karateka	Brodr	C,Ap,At	3	79	6.64
Suspended	Infcm	At,Ap,I	6	61	6.63
Mig Alley Ace	MicPr	C,At	3	40	6.55
Suspect	Infcm	Ap,At,I	2	48	6.39
Infidel	Infcm	All	3	52	6.38
Gemstone Warrior	SSI	C,Ap,At	3	76	6.36
Sky Fox	EA	Ap,I,Am	2	107	6.30
Six Gun Shootout	SSI	C,Ap,At	3	69	6.29
Mask of the Sun	Brodr	Ap,At	1	26	6.27
Hacker	Actvs	C,Ap,At	3	41	6.24
Seastalker	Infcm	All	1	46	6.17
Amazon	Telrm	C,Ap,I	1	23	6.13
Witness	Infcm	All	3	43	6.10
Murder on Zinder	EA	All	4	71	6.08
Solo Flight	MicPr	C,Ap,At	2	23	6.04
Alternate Reality	Dasft	C,Ap,At	1	28	5.89
Dam Busters	Accld	C,Ap,I	3	21	5.57
Eidolon	Epyx	C,Ap,At	2	31	5.55
Kobayashi Alt	SimSh	C,Ap,I	2	34	5.03

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>
> —Ask the guard for some food, thank him, then eat it and go to sleep.

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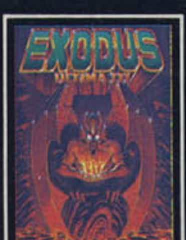
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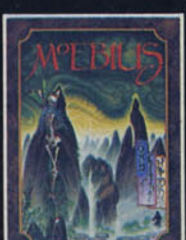
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